



Step-by-step 
WALKTHROUGHS
for both discs!

DRAGON WARRIOR

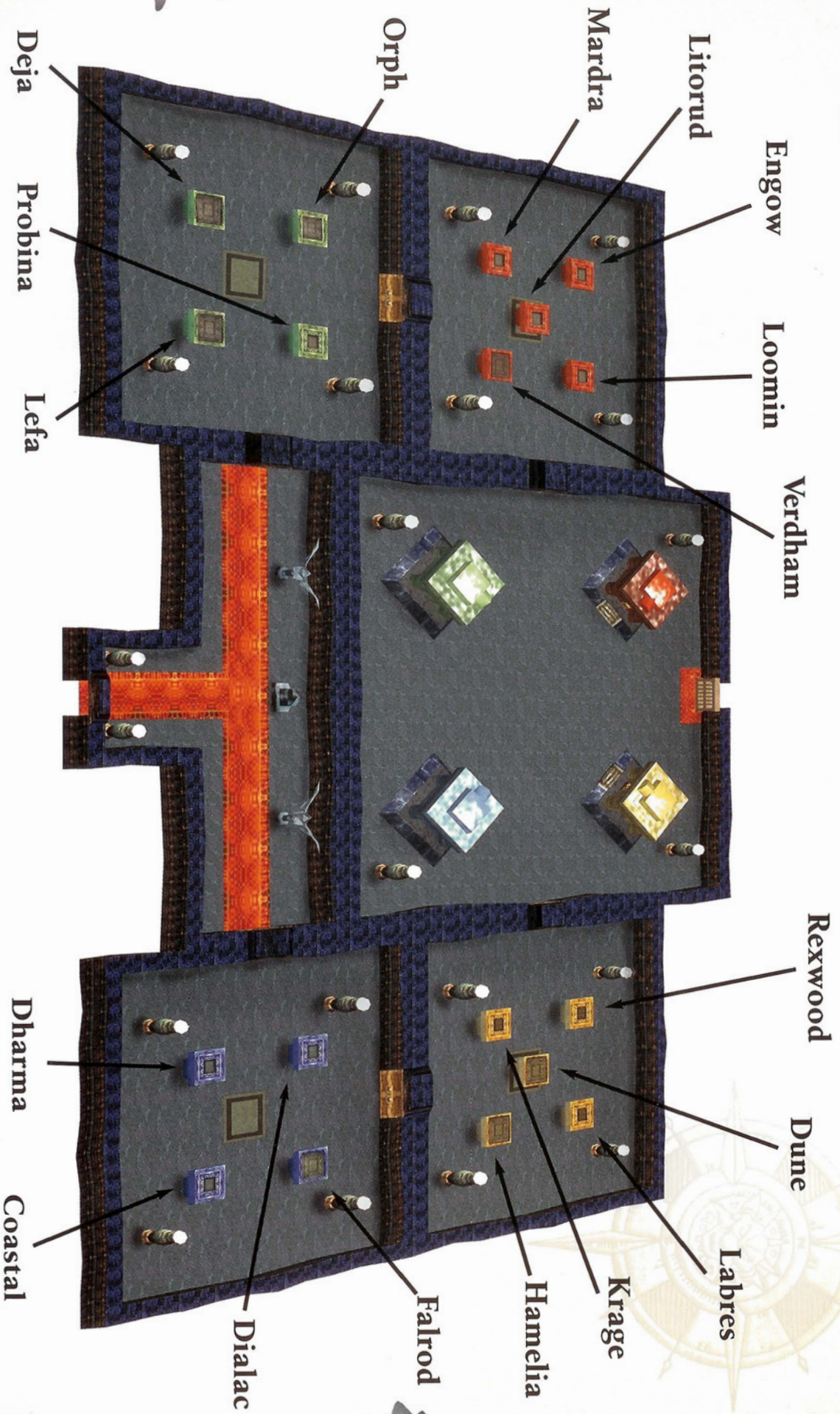
VII



primagames.com®

Elizabeth M. Hollinger


ENIX
www.enix.com





Prima's Official Strategy Guide

Elizabeth M. Hollinger
Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

© 2001 by Enix Corporation. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission.

Senior Product Manager: Sara E. Wilson
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Etelvina Hernandez

©2001 ARMOR PROJECT/BIRD STUDIO/HEART BEAT/ARTE PIAZZA/ENIX. Dragon Warrior and ENIX are registered trademarks of Enix Corporation. All rights reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

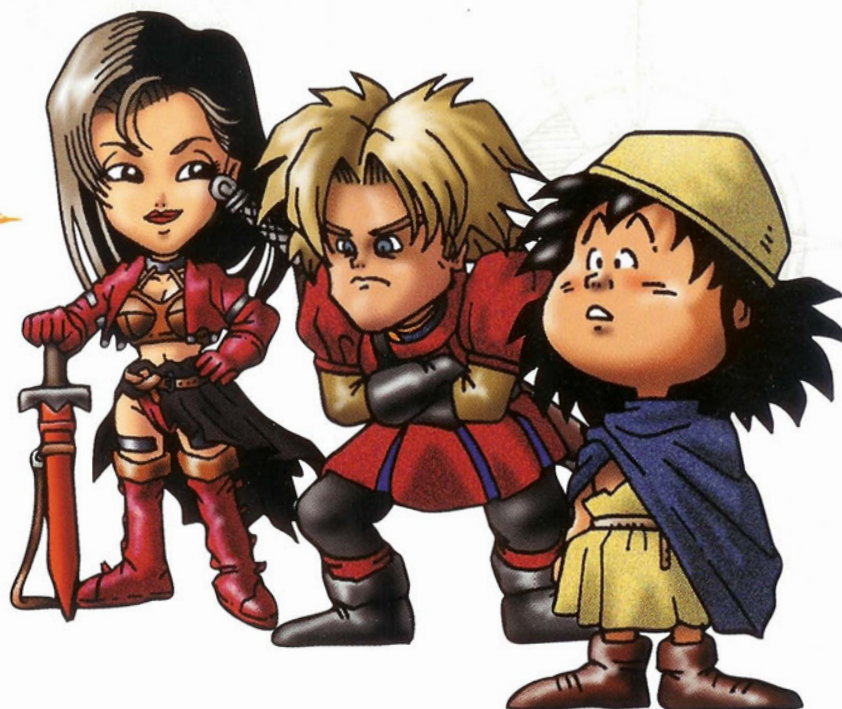
Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-3640-X

Library of Congress Catalog Card Number: 2001095536

Printed in the United States of America



Acknowledgments

Copious special thanks to George Torii and Jon Weisnewski!

Contents

The World and People of Dragon Warrior VII	2	Part 17: Mardra Region	75
Part 1: Estard Island	22	Part 18: Lefa Region	79
Part 2: Rexwood Region	26	Part 19: Labres Region	82
Part 3: Engow Region	30	Part 20: Coastal Region	85
Part 4: Dialac Region	32	Part 21: Confronting the Demon Lord	89
Part 5: Orph Region	33	Part 22: Reviving God	93
Part 6: Falrod Region	36	Part 23: The Passage of Time	94
Part 7: Verdham Region	39	Part 24: Awakening the Wind and Terra Spirits	95
Part 8: Deja Region	42	Part 25: The End of the Demon Lord	99
Part 9: Dharma Region	44	Minigames and Other Secrets	102
Part 10: Dune Region	52	Spells and Skills	108
Part 11: Krage Region	55	Weapons, Armor, Accessories, and Other Items and Equipment	116
Part 12: Litorud Region	58	Bestiary	134
Part 13: Hamelia Region	61	Alphabetical Monster List	152
Part 14: Quest to Awaken the Great Hero	66		
Part 15: Probina Region	69		
Part 16: Loomin Region	71		

The World and People of Dragon Warrior VII

Welcome to the world of *Dragon Warrior VII*! Here you find a detailed world with amazing landscapes, puzzling dungeons, fearsome monsters, gold-filled treasure chests, and friendly people. This game is an interactive adventure, so prepare yourself to become immersed in your quest. As you unravel the mystery behind the battle between God and the Demon Lord, travel back and forth in time, saving people from evil and restoring whole countries to their rightful places in the present world. Even then, these newly discovered regions suffer new problems or ones that stem from their past.

Dragon Warrior VII was not designed for people to play in a day. It was designed to let the player explore new worlds and overcome challenges. As Jon Weisnewski, the Quality Assurance Test Lead at Enix America, put it:

"One of the great things about the *Dragon Warrior* series is that unlike other RPGs (which will remain nameless at this time), the quest is always presented in a very open way where the player is continuously free to explore new areas as well as go back and rediscover areas they had previously been to. Understandably, this can create times where one is not sure where to go because the clue has not been given to them in an obvious way. But personally, I think this creates a better gaming experience, as the player is encouraged to explore and use their own wit and intuition to advance in the game. All in all, it makes the game more of a personal experience. The player is the hero, whereas in many other RPG series, the player merely watches the hero complete a quest."

This guide was written with those thoughts in mind. Yes, this guide provides a walkthrough of the entire game, which might spoil certain sections. We recommend that you use the walkthrough only when you are lost or need to get back on track after wandering around, exploring new areas. If you do rely on the walkthrough, don't forget to wander around and revisit old areas. We did not cover many subplots, and it would be a shame for you to miss them. As in the real world, *Dragon Warrior VII* employs a sense of time passage, and the towns and villages you freed in the past change as your quest continues. You can also enjoy minigames and bonuses. To see and experience everything, this game offers 200 hours of gameplay.

Main Characters in Dragon Warrior VII

The following is a brief introduction to the characters you work with as you play. It's up to you to discover their hidden strengths and possibilities.

Hero (That's you!)



The Hero of *Dragon Warrior VII* lives in Fishbel, a small fishing village on Estard Island, with his mother, Mollie, and his father, Borkano. Born under a cloud of mystery, Hero longs for the day when he can go to sea to fish with his father and the rest of the men in the village. Until then he is content to explore forbidden areas with his best friends Kiefer and Maribel.

Hero's Starting Stats

Level:	1	STR:	8
Max HP:	25	AGL:	6
Max MP:	0	GRD:	5
ATK:	8	INT:	5
DEF:	9	APR:	6

Hero's Spells and Skills

Spell/Skill	Lv Learned
Heal	Lv 3
Upper	Lv 6
Return	Lv 8
HealMore	Lv 12
Outside	Lv 28

Maribel



Maribel is the daughter of Amitt, the head of Fishbel. Maribel longs for adventure on the sea, but because she's a girl, no one lets her sail with the fishermen. Maribel is also envious of the amount of time that Hero and Kiefer spend exploring the Ruins without her, and she resorts to threats to convince them to let her go along. Maribel is a high-spirited girl who can hold her own in battle—provided her dress doesn't get too dirty!

Maribel's Starting Stats

Level:	1	STR:	4
Max HP:	20	AGL:	10
Max MP:	0	GRD:	3
ATK:	4	INT:	8
DEF:	7	APR:	12

Maribel's Spells and Skills

Spell/Skill	Lv Learned
Blaze	Lv 3
Sap	Lv 4
Retaliate	Lv 5
Sleep	Lv 7
Outside	Lv 9
Heal	Lv 10
Surround	Lv 11

Kiefer



Kiefer is the headstrong son of King Burns, the ruler of Estard Island. Kiefer chafes at the restrictions of princehood and the demands of his father. Instead, Kiefer wants to live his own life and make his own decisions. He jumps at the chance to go on an adventure when a book of documents from his family's library reveals a strange secret about the forbidden Ruins he loves to explore.

Kiefer's Starting Stats

Level:	1	STR:	12
Max HP:	30	AGL:	4
Max MP:	0	GRD:	6
ATK:	12	INT:	4
DEF:	13	APR:	14

Kiefer's Spells and Skills

Spell/Skill	Lv Learned
FireSlash	Lv 5
ParryPass	Lv 9
PsycheUp	Lv 12
ZombieCut	Lv 15
Vacuum	Lv 20

Gabo

Gabo is the result of an unfortunate curse that turned men into animals and animals into men. Originally, Gabo was a pup from a pack of White Wolves who were the sacred guardians of an evil demon imprisoned in a mountain. When that demon escaped, Gabo found himself chained in a barn and turned into a boy. He can never return to his original form, but his wolfish nature makes him a natural fighter and a welcome addition to your party.



Gabo's Starting Stats

Level:	1	STR:	20
Max HP:	47	AGL:	35
Max MP:	0	GRD:	10
ATK:	20	INT:	3
DEF:	10	APR:	3

Gabo's Spells and Skills

Spell/Skill	Lv Learned
Bark	Lv 2
Bite	Lv 4
Tackle	Lv 6
Rip	Lv 8
Howl	Lv 13

Melvin

Melvin was a heroic soldier who stood by God's side when he confronted the Demon Lord. God so valued his help, he sealed him in a magical stone until he was needed again. Melvin became known as the Great Hero. Follow the trail of the legend to resurrect him. When you do, Melvin is an amazing addition to your party, equally skilled in the sword and magical arts.



Melvin's Starting Stats

Level:	19	STR:	45
Max HP:	176	AGL:	43
Max MP:	97	GRD:	30
ATK:	78	INT:	80
DEF:	77	APR:	85

Melvin's Spells and Skills

Spell/Skill	Lv Learned
HealMore	Lv 1
Expel	Lv 2
Infermore	Lv 3
Bang	Lv 4
BoxerDanc	Lv 6
Guardian	Lv 7
Outside	Lv 15
Return	Lv 15
Vivify	Lv 20

Aira

Aira is the final character to join your party. She joins about three-quarters of the way into the quest. Aira is a member of the Deja tribe, an ancient people dedicated to the preservation of a special Temple to use in God's resurrection. She is the tribe's head dancer and a pretty good swordsman to boot. She takes after an old relative, a man you know very well.



Aira's Starting Stats

Level:	21	STR:	68
Max HP:	183	AGL:	37
Max MP:	28	GRD:	31
ATK:	158	INT:	45
DEF:	80	APR:	164

Aira's Spells and Skills

Spell/Skill	Lv Learned
Firebal	Lv 1
FireSlash	Lv 2
ParryPass	Lv 3
PsycheUp	Lv 5
PaniDance	Lv 10
RobDance	Lv 16
K.O.Dance	Lv 20
LifeSong	Lv 23

Special Skills Aira Learns (Based on Character Class)

DanceShut
LureDance
OddDance
SideStep

Other Characters

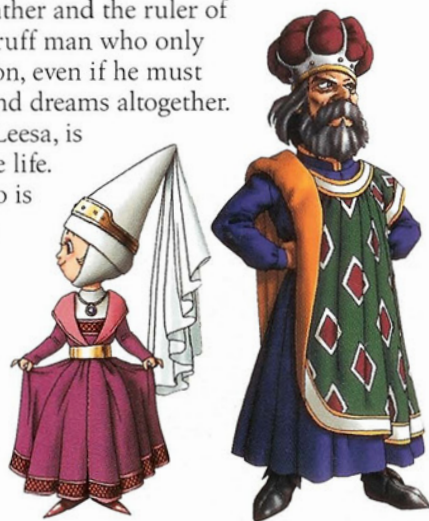
Mollie and Borkano

Mollie and Borkano are Hero's parents. They live in Fishbel, where Borkano is the head fisherman. His greatest hope is that Hero will follow in his footsteps.



King Burns and Princess Leesa

King Burns is Kiefer's father and the ruler of Estard Island. He is a gruff man who only wants the best for his son, even if he must ignore Kiefer's wishes and dreams altogether. His daughter, Princess Leesa, is more amenable to castle life. She's a cheerful girl who is always ready for a chat.



Hondara

Hondara is the wastrel brother of Borkano. He skulks around Estard City, either in the Inn's bar or in the house he rents in the northeast corner of town. Hondara is a good person to go to when looking for a special item that might be worth a lot. There is a good chance that Hondara might have it for sale.



Conventions Used in this Guide

This guide is meant to be easy to use, and it is filled with information that should help you on your journey. It is not, however, meant to substitute for the *Dragon Warrior VII* manual. This guide is written with the expectation that you already read the game's manual and are familiar with the basics.

Character Classes in *Dragon Warrior VII*

The section "Character Classes in *Dragon Warrior VII*" gives you all the information you need about the Character Class system. Use it to help decide how to train your characters or to figure out what skills or spells they are likely to learn next.

The Walkthrough

The bulk of this guide walks you through the game. Instead of providing you with a long, narrative walkthrough, we elected to break it into sections. At the start of each section, you find a World Map (if applicable) and a "Step-by-Step Walkthrough" that gives you the basics of each part of the game. After the walkthrough, there are maps for the towns and dungeons that you visit during that section.

Monsters, Items, Spells, and Minigames

The remainder of the guide provides detailed information about all the spells, items, and monsters in *Dragon Warrior VII*. In addition, we provide a chapter with hints and tips about the minigames you'll encounter in your adventure. These games increase your enjoyment of the game and also your coffers!

Icons Used in the Game

Town Icons

- | | |
|-----------------|----------------|
| = Inn | = Item Shop |
| = General Store | = Weapons Shop |
| = Armor Shop | = Temple |
| = Gold Bank | |

Item Location Icons

- | |
|------------------------|
| = Item Shop |
| = Treasure chest |
| = Dropped by a monster |
| = Event |
| = Casino |

Character Classes in *Dragon Warrior VII*

Character Classes tend to play a large role in most *Dragon Warrior* games. If you played *Dragon Warrior III* on the Game Boy Color, you have an inside track into understanding how Character Classes work in *Dragon Warrior VII*. Your characters learn certain spells and skills as they increase in experience levels. These are usually basic skills and spells such as Heal and Blaze, designed to aid you in the challenges you face in the first part of the game. Some are even unique to a specific character (such as Gabo's Howl and Bite skills).

However, most of the characters you start the game with (namely Hero, Maribel, and Gabo) stop learning spells and skills after they hit Level 15, leaving your party in danger of stagnating. About this time, you land on Dharma Island, home of the famous Dharma Temple. Dharma Temple is the place to go if you want to learn new Character Classes. The Priests there counsel people about appropriate Character Classes and help them succeed in becoming what they truly want. Unfortunately, when you first arrive, you find Dharma Temple under the influence of an evil Demon Lord. Before you can truly experiment with learning new Character Classes, you must free the temple and reinstate High Priest Fosse. After that, in both the past and present, you can freely change your characters' Character Classes.

When a character takes on a Character Class, you are in effect, training him or her in a skill. For example, training characters as Fighters teaches them pugilistic skills and helps them perform better in battle by increasing the ability to throw Critical Hits. Training characters as Mages teaches them magical lore and increases the number of magical spells known. As your characters master more Character Classes and learn more spells and skills, they become more powerful and effective in battle. They can also start to learn difficult and elite trades that teach even more powerful and effective spells and skills.

How the Character Class System Works

In *Dragon Warrior VII* two different categories of Character Classes exist. There are normal human Character Classes that everyone is familiar with, such as Warrior, Mage, Cleric, Thief, Sage, Hero, and so on. Twenty normal Character Classes are divided into three ranks: Basic Classes, Intermediate Classes, and Advanced Classes.

Additionally, 34 Monster Character Classes are also divided into Basic, Intermediate, and Advanced levels. These specialized Classes allow the trainee to learn to fight like their favorite monsters, adopting both their skills and their resistances. The more a character knows about a particular

Monster Class, the more that character starts to resemble that monster. When a character masters a Monster Class, he or she actually takes on that monster's appearance!

Before we can talk more about Monster Character Classes, you must first understand the basics about Character Classes in general. Each Character Class is comprised of eight levels. To master a Character Class, you must complete all eight levels of training. You advance to the next level when you successfully complete a specified number of battles. For the battles to count against your total, you must fight monsters who are comparable in level to your party members. Fighting against weak monsters may be faster and easier, but that doesn't help you progress through the ranks of a Character Class. The number of monsters you must fight to level up depends entirely on the Character Class itself. Some Classes require less field experience than others.

NOTE

"Leveling up" in a Character Class refers to the act of fighting a number of battles to advance to the next training level, while "leveling up" a character refers to fighting battles to win enough experience points for the character to reach the next experience level.

When a character starts on a new Character Class, his or her base stats are changed to reflect that new Class. For example, if Maribel undergoes training as a Mage, her Max HP and STR stats will drop, while her Max MP and INT points rise dramatically. If you make her a Warrior, the opposite would occur. These changes are temporary and are only in effect while the character remains in his or her current Character Class.

When characters reach Level 5 in their training, they "become matured" in their Class. When they reach Level 8, they have mastered that Character Class. At that point, the character has learned all the spells and skills that the Class teaches and has obtained any bonus associated with that Class. Any spells or skills a character learns while training are retained when he or she changes to a new Character Class—regardless of whether or not the character mastered the Class! You can train a character in a Class until he or she learns a specific spell or skill, then switch to a new Class without forgetting or losing that spell/skill. This way, you can customize your characters, teaching them a wide variety of spells and skills.

Maturation and the Acquisition of Special Spells and Skills

Maturing in a Character Class indicates your character has a good grasp of the basics. If a character matures in two complimentary Character Classes, he or she will probably learn a special skill or spell. For example, if Hero masters the Warrior Class and then changes to the Thief Class, when he matures as a Thief, he will learn ThiefHit in addition to what a Thief learns at Level 5. ThiefHit combines the swordsmanship of a Warrior with the sticky fingers of a Thief

to attack a monster *and* rob it of any items, making it a perfect reward for someone trained in both occupations.

This only works if the two Classes are compatible. For example, if Hero wants to learn ThiefHit, but he masters the Fighting Class between mastering the Warrior Class and maturing in the Thief Class, he must first relearn the basics of the Warrior Class. "Relearning" a Class is less horrifying than it sounds. You only need to change the character to a previously mastered Class and then have him fight about 30 battles. At that time the game will indicate he regained his skills as a Warrior. If you are interested in learning some of these Maturation Skills, include them in your game plan for training your characters so you don't have to backtrack. There are tables listing which skills/spells are learned from which combination of Character Classes in the individual Character Class profiles later on in this section. All 10 of the Basic Level Classes participate in the Maturation Skills system while TeenIdol and Sage are the only classes in the Intermediate and Advanced Levels that are compatible with one another.

Choosing the Right Character Classes

It is almost impossible to provide definitive solutions to the question of which Characters should learn which Classes. Certain characters seem destined for certain paths. For example, Maribel looks like the perfect candidate for training as a Mage or Cleric. Her Max MP is high, she already knows a lot of spells, and she's not extremely strong or talented with a weapon. However, changing her into a Mage worsens that condition, making her even more frail. Instead, you might train Maribel in a

Class that evens out her stats (for example, Warrior Class), or initially train her in Classes that don't drastically change her stats (for example, a Shepherd Class).

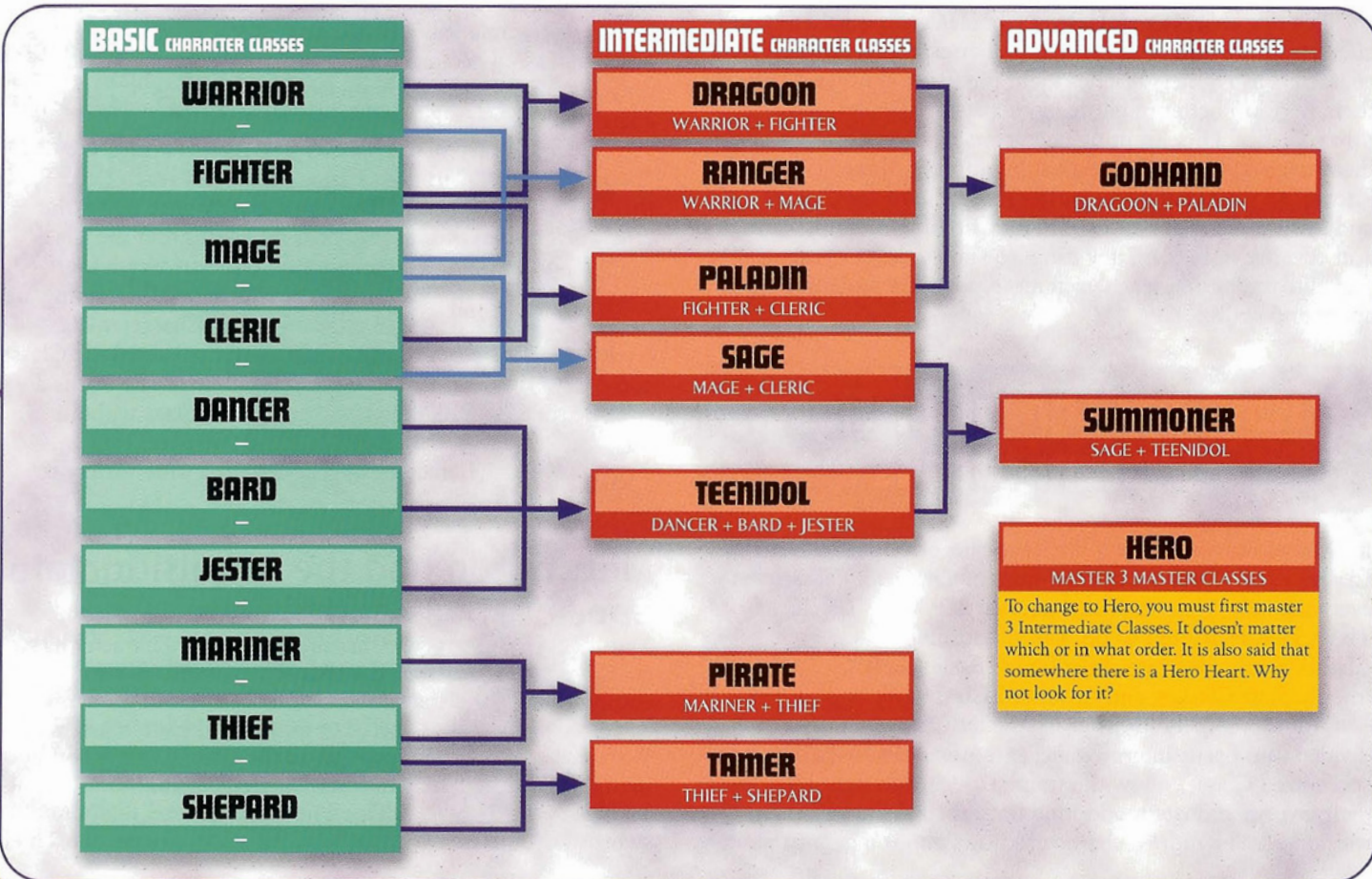
You have greater freedom with characters who are naturally strong or more well-rounded, such as Hero or Melvin. Because Character Classes have no effect on what the character can equip, consider training Hero as a Mage or Cleric to boost your party's magical powers. The decrease in HP and STR is unlikely to hobble Hero as much as a weaker character.

Playing to strengths is equally important. Gabo makes a great Fighter because he is so strong. His inability to use swords well makes him an even greater candidate for Classes that teach skills that increase in power as the user grows. The Shepherd's Stampede skill is a great attack for Gabo.

Monster Character Classes

You can learn 34 Monster Character Classes in *Dragon Warrior VII*. Like regular Character Classes, they are also divided into Basic, Intermediate, and Advanced levels. Monster Character Classes are fun because you can acquire monsters' abilities. However, you must have a Monster's Heart to make the switch. Sometimes a Monster's Heart remains after you defeat a monster, but you can also find them in treasure chests or at the Casino. Your ability to find the 34 kinds of Hearts depends largely on the level of the Monster Class. You will have an easier time acquiring a Heart from a Basic Monster Class monster than an Advanced Monster Class monster.

Changing to a Monster Character Class allows you to learn that monster's distinctive spells and skills, and your resistance to



spells and skills also changes. However, if you master a Monster Class, it changes not only your heart but your body as well!

Normal Character Classes

The following synopses provide the basic information you need to choose normal Character Classes for your party members. Use the following chart to help you understand the necessary requirements to advance from the Basic Classes to the Intermediate and Advanced Classes.

Basic Character Classes

The following 10 Character Classes provide the foundation to advance to any of the 10 Intermediate and Advanced Character Classes. Because these are Basic Classes, they focus on the acquisition of low- and mid-level spells and skills. Don't underestimate the power and value of these weaker spells and skills as you rush toward the Advanced Classes.

Bard

This Character Class attracts roaming poets who wander from place to place, putting folktales and legends of heroes to music. They hand those songs down from generation to generation. An accomplished singer, the Bard is also a traveling specialist. Their INT and APR stats improve, and although they are not as accomplished as Mages, they can also cast spells. Because they have low strength, they are not at their best fighting with weapons. As a Bard's level rises, he or she learns spells and skills helpful in adventuring and lending aid to their companions.

Changes to the Character's Stats

STR: -25 percent APR: +10 percent
AGL: -10 percent Max HP: -20 percent
GRD: -15 percent Max MP: No change
INT: +20 percent



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	13	EagleEye
Poet	14	X-Ray
Lyricist	13	SleepSong
Warbler	15	Repel
Crooner	20	WakeSong
Songster	35	MistSong
Minstrel	30	AngelSong

Maturation Spells and Skills

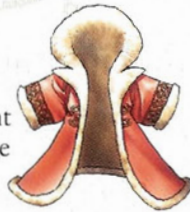
Class Combination	Skill/Spell Learned
Bard + Cleric	HealSong
Bard + Fighter	WarCry
Bard + Jester	GagSong
Bard + Mage	CurseSong
Bard + Mariner	WaveSong
Bard + Shepherd	RamSong
Bard + Warrior	WarSong

Cleric

This Character Class is for those who wish to become experts in holy divination. Clerics use power borrowed from the gods to heal the wounds of companions or drive away malicious monsters. They can not only use spells, they can also fight with weapons. As their Character Class Level (CC Level) rises, they learn mostly recovery spells such as Heal and HealMore. Because you need these recovery spells for the adventure to progress smoothly, one or more of your characters should master this Class. The acquisition of the important spells such as Vivify and complete mastery of the Class takes time.

Changes to the Character's Stats

STR: -20 percent APR: No change
AGL: -10 percent Max HP: -20 percent
GRD: -30 percent Max MP: No change
INT: +10 percent



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	Expel, Heal
Novice	19	Infernos
Acolyte	18	Upper
Prelate	13	StopSpell
Clergyman	30	HealMore
Priest	20	Infermore
Bishop	30	HealAll
HiPriest	50	Vivify

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Cleric + Bard	HealSong
Cleric + Dancer	K.O.Dance
Cleric + Mariner	HolyAura
Cleric + Shepherd	Increase

Dancer

A Dancer uses many dances to support companions and fascinate and confuse the enemy. Their strength and defense are weak, making them poor at using weapons. Their best attribute is their quick steps, which can destroy the enemy's attack. As a character gains experience in this Character Class, his or her chances of demolishing an enemy's attack improve. Dancers learn mostly Support-type skills.



Changes to the Character's Stats

STR: -30 percent APR: +10 percent
AGL: +30 percent Max HP: -30 percent
GRD: -40 percent Max MP: -20 percent
INT: No change



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Novice	—	—
Apprentice	5	LureDance
ToeTapper	13	ParryPass
Dervish	20	OddDance
Amateur	15	SideStep
Prancer	29	DanceShut
Bouncer	15	PaniDance
TruTalent	23	K.O.Dance

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Dancer + Fighter	JockDance
Dancer + Jester	BoxerDanc
Dancer + Mage	TakeMagic
Dancer + Mariner	ShipDance
Dancer + Shepherd	RamDance
Dancer + Thief	RobDance
Dancer + Warrior	SwordDanc

Fighter

With muscles tempered into weapons, this Character Class attracts a kind of person different than a Warrior. "Fighting" is the operative word. Fighters are characterized by their ability to perform one fast, superior, and satisfying hit when challenged. They also tend to attack before the enemy. While Fighters do not learn spells, they learn many powerful attack skills as their CC Level rises. Their rate of performing Critical Hits also rises.

Changes to the Character's Stats

STR: No change	APR: No change
AGL: +15 percent	Max HP: No change
GRD: -10 percent	Max MP: -50 percent
INT: -30 percent	



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	16	LegSweep
Grappler	16	JumpKick
BlackBelt	18	Roundhous
Assassin	20	Suplex
Ninja	35	WarCry
Sensei	25	Punch
Master	30	Windbeast

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Fighter + Dancer	JockDance
Fighter + Jester	Retaliate
Fighter + Mage	FireAir
Fighter + Mariner	BigTrip
Fighter + Shepherd	RamAttack
Fighter + Thief	KOPunch

Jester

This occupation is for artists who stand up tall, at the risk of life and limb, and throw out gags to get the enemy to laugh. Changing to this Character Class lowers almost all abilities, although Appearance rises slightly. As your character rises in the Jester Class, he or she learns skills that have almost nothing to do with fighting. However, some of these skills are nothing to look down on. Even though it looks like play, a Jester may prove very helpful indeed.

Changes to the Character's Stats

STR: -30 percent	APR: +5 percent
------------------	-----------------

AGL: -30 percent
GRD: -40 percent
INT: -20 percent

Max HP: -30 percent
Max MP: -40 percent



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	7	PuffPuff
Goof Off	8	Silliness
Buffoon	15	PointOut
Stand Up	28	QuickJoke
Comedian	22	LushLicks
Joker	20	SickLick
Fool	33	Tickle

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Jester + Bard	GagSong
Jester + Dancer	BoxerDanc
Jester + Fighter	Retaliate
Jester + Mage	PanicAll
Jester + Thief	Giggle
Jester + Warrior	ConfuHit

Mage

Mages specialize in spells, learning many helpful spells for use in battles and exploring. This Class has a high INT stat, and its Max MP is boosted so Mage trainees can learn and use numerous spells. While the Mage's Max HP and GRD decline, if you place your Mages behind the lines, monsters find it hard to attack them successfully. While Mages mainly learn attack spells, they also learn Return, Outside, and other essential adventurer spells.

Changes to the Character's Stats

STR: -40 percent	APR: +10 percent
AGL: -5 percent	Max HP: -40 percent
GRD: -40 percent	Max MP: +10 percent
INT: +20 percent	



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	Firebal
Novice	13	Sleep
Dabbler	15	Return
Magician	15	Sap, Outside
Sorcerer	27	Blazemore
Wizard	35	Boom, Surround
Warlock	30	Firebane
Archmage	35	SnowStorm

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Mage + Bard	CurseSong
Mage + Dancer	TakeMagic
Mage + Fighter	FireAir
Mage + Jester	PanicAll
Mage + Mariner	Lightning
Mage + Shepherd	SleepAll
Mage + Thief	RobMagic

Mariner

These sturdy characters are hardened by time spent navigating the harsh seas. All abilities are high, and HP and GRD rise faster than in other Character Classes. On land, mariners can exhibit their strengths as powerful fighters. While this Class's learned skills are mostly for fighting, they can also learn special skills that lend the sharp eye of a seabird. As their level rises, so does their resistance to the damage caused by Tsunami and other Water-type spells and skills.



Changes to the Character's Stats

STR: No change APR: Same
AGL: +5 percent Max HP: +15 percent
GRD: +10 percent Max MP: -20 percent
INT: -10 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	14	FishNet
DeckHand	11	Ramming
Seafarer	18	BirdEye
Navigator	17	—
Helmsman	15	NumbOff
Captain	20	Infermore
Admiral	40	Tsunami

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Mariner + Bard	WaveSong
Mariner + Cleric	HolyAura
Mariner + Dancer	ShipDance
Mariner + Fighter	BigTrip
Mariner + Mage	Lightning
Mariner + Warrior	BirdSlash

Shepherd

Members of this Character Class tend sheep on the plains. Because they constantly interact with animals, they have an easygoing demeanor. Not surprisingly, they aren't skilled fighters, so they concentrate on helping their companions in battle. Most of their spells and skills are special ones, such as Antidote, which is very important as it provides a cure to Poison. WoolGuard is another spell that comes in handy during the mid-stages of the game, because it is the first skill you can learn that lessens the damage caused by ice breath attacks. Stampede is another great skill in the hands of one of your stronger characters. Another appealing reason for choosing this Character Class is skills such as Whistle and Slumber. Whistle allows you to go to a convenient location outside a town or inside the entrance to a dungeon and call monsters to battle. Because you must spend considerable time leveling up your character's Character Classes in battle, this skill makes your life much easier! We recommend training at least one or more characters (Gabo, perhaps?) in this Class.

Changes to the Character's Stats

STR: -15 percent APR: No change
AGL: No change Max HP: -20 percent
GRD: -20 percent Max MP: -30 percent
INT: No change



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	8	Antidote
FarmHand	9	Heal
SlopFeed	16	Slumber
Swain	19	Whistle
Fleecer	18	—
Herder	20	WoolGuard
SheepLord	45	Stampede

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Shepherd + Bard	RamSong
Shepherd + Cleric	Increase
Shepherd + Dancer	RamDance
Shepherd + Fighter	RamAttack
Shepherd + Mage	SleepAll
Shepherd + Warrior	Mineuchi

Thief

If you plan on thoroughly exploring dungeons and towers you must have a Thief. These exploration specialists don't mind going deep inside caves or mazes in search of treasure. Their Max MP is low, so Thieves aren't very good at spells, but because they are nimble fingered, they get good results with weapons. As a Thief moves up the ranks, he or she can learn attack support skills and spells and skills that are helpful in exploration. Of course, when they're really good, they can "acquire" monsters' belongings while fighting.

Changes to the Character's Stats

STR: -10 percent APR: -20 percent
AGL: +20 percent Max HP: -10 percent
GRD: -30 percent Max MP: -40 percent
INT: -10 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	8	SandStorm
CutPurse	9	KnockDown
Pilferer	13	CragThrow
Brigand	18	ChargeUp
Rogue	22	Location
Scoundrel	40	Tiptoe
Big Boss	30	Smell

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Thief + Dancer	RobDance
Thief + Fighter	KOPunch
Thief + Jester	Giggle
Thief + Mage	RobMagic
Thief + Warrior	ThiefHit

Warrior

A Warrior is a specialist whose occupation involves using a sword or axe in battle. This Class cannot learn any spells, but it does sport a higher-than-average Max HP stat and unsurpassed ATK strength. As their CC Levels go up, Warriors learn special attack skills such as SquallHit and



DrakSlash. While these skill sets may not be as handy as those learned by Fighters, mastery of the Warrior Class sets up a character for many greater opportunities later.

Changes to the Character's Stats

STR: +10 percent	APR: No change
AGL: -35 percent	Max HP: +10 percent
GRD: No change	Max MP: -60 percent
INT: -30 percent	



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Beginner	—	—
Novice	10	PsycheUp
Soldier	10	—
Guardsmen	15	SquallHit
Veteran	20	—
Warmonger	20	DrakSlash
Elite	30	—
General	25	EvilSlash

Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Warrior + Bard	WarSong
Warrior + Dancer	SwordDance
Warrior + Jester	ConfuHit
Warrior + Mariner	BirdSlash
Warrior + Shepherd	Mineuchi
Warrior + Thief	ThiefHit

Intermediate Classes

Intermediate Classes offer the trainee greater bonuses and stronger powers. Have your characters master at least one or two of these Classes before taking on the Demon Lord the first time.

Dragoon

Requirements: Warrior + Fighter

You can move to this Intermediate Class when you master both Warrior and Fighter Classes. This Character Class continues training in skills perfected in both the earlier professions, and they are also speedy, making for champion fighters. Moving up in CC Levels allows you to learn sword skills such as VacuSlash and ZombieCut, plus Critical Hits become easier to perform.

Changes to the Character's Stats

STR: +15 percent	APR: No change
AGL: +10 percent	Max HP: +20 percent
GRD: +10 percent	Max MP: -40 percent
INT: -20 percent	

Mastery Bonus: STR +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Gladiator	—	—
Fencer	15	VacuSlash
Swordsman	20	ZombieCut
Ronin	25	2EdgeHit
Mercenary	30	Massacre



Duelist	30	FalconCut
Champion	30	—
Avenger	50	QuadHits

Paladin

Requirements: Fighter + Cleric

A finely disciplined body and a highly principled mind combine to create this holy warrior. If you master the Cleric and Fighter Classes, the road to this occupation is open. The Paladin possesses skills that can instantly identify your enemy's vulnerable spot so you can eliminate it with one blow. As your Character Class rises, you can learn spells and special skills that mainly use the power of the wind and vacuum. You can also act as a shield to aid and support your companions.

Changes to the Character's Stats

STR: +10 percent	APR: No change
AGL: +15 percent	Max HP: No change
GRD: No change	Max MP: No change
INT: +15 percent	

Mastery Bonus: Max HP +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Page	—	Scapegoat
Squire	20	Vacuum
Knight	20	Berserker
Zealot	40	Infermost
Crusader	40	MagicWall
Templar	30	Guardian
HolyKnight	30	Farewell
Martyr	60	MultiCut



Pirate

Requirements: Mariner + Thief

The Pirate is the king of the wide-open sea. The path to becoming a Pirate begins with being a Thief and Mariner. As you rise in the profession, you can learn spells that aid you in searching caves and towers and those that harness the power of nature. Damage received from water attacks lessens, and you become better at stealing items from monsters.

Changes to the Character's Stats

STR: +10 percent	APR: No change
AGL: +10 percent	Max HP: +5 percent
GRD: +20 percent	Max MP: -10 percent
INT: -10 percent	

Mastery Bonus: AGL +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
ShipWreck	—	Antidote
Barnacle	20	FairWind
Swab	30	Hurricane
Cutthroat	30	StepGuard
Buccaneer	30	MapMagic
Smuggler	30	StrongD
Marauder	30	CoralRain
Sea Dog	30	Whirlpool



Ranger

Requirements: Warrior + Mage

This sword fighter has amazing power and learns both sword skills and magic spells. You can change to this Character Class if you first master both the Warrior and Mage Classes. As your character gains strength in this occupation, he or she becomes a Mage-Warrior who is strong both in direct attacks and attack skills as well as in casting spells.

Changes to the Character's Stats

STR: +5 percent APR: No change
AGL: -10 percent Max HP: -10 percent
GRD: -15 percent Max MP: +10 percent
INT: No change

Mastery Bonus: Max MP +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Bouncer	—	Bounce
Wanderer	12	FireSlash
Scout	12	BoltSlash
Battler	26	TwinHits
Enchanter	30	IceSlash
BladeMage	50	Disperse
Conqueror	40	Firebolt
Faust	50	Blazemost



Sage

Requirements: Mage + Cleric

This holy one can use powerful spells only by enduring difficult training. You can become a Sage if you first master both the Mage and Cleric Classes. As you rise in this Class, you learn high-level attack and support spells. Support spells are essential in the final stages of the game, during which powerful monsters appear. In addition, Sages consume less MP when they cast spells. While it is difficult to master the Sage Class, have at least one companion do so.

Changes to the Character's Stats

STR: -30 percent APR: No change
AGL: +5 percent Max HP: -20 percent
GRD: -20 percent Max MP: +20 percent
INT: +20 percent

Mastery Bonus: INT +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Student	—	Defeat
Counsel	15	Barrier
Arbiter	23	Blizzard
Seer	27	MagicWall
Oracle	45	HealUs
Wise One	40	Revive
Elder	50	Summon
Prophet	50	Explodet



Maturation Spells and Skills

Class Combination	Skill/Spell Learned
Sage + TeenIdol	LifeDance

Tamer

Requirements: Thief + Shepherd

This hunter stays apart from others while traveling in an attempt to protect the monsters. Because Tamers constantly

study monsters, they find it easy to recruit them. If you want to develop the Monster Park to its highest level, you should have a Tamer in your party. As a Tamer rises in the profession, they become specialists in monsters and learn how to attack using air and gas. They also become even better at recruiting monsters.

Changes to the Character's Stats

STR: No change APR: +5 percent
AGL: +10 percent Max HP: -5 percent
GRD: No change Max MP: -5 percent
INT: +20 percent

Mastery Bonus: GRD +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
PetOwner	—	PoisonGas, Tamer
Groomer	18	—
RanchHand	15	SleepAir
Tracker	25	FrigidAir
Hunter	19	PalsyAir
Handler	16	BlazeAir
Trainer	32	PoisonFog
BeastLord	40	BeDragon



TeenIdol

Requirements: Bard + Dancer + Jester

This Character Class requires you to be an expert at many forms of entertainment. You must first master the Dancer, Bard, and Jester Classes. As entertainment professionals, TeenIdols are tops when it comes to style. Sometimes an enemy is so surprised by their appearance that they forget to attack! As you rise in the profession, your dancing and singing improves, and it becomes easier to transfix monsters.

Changes to the Character's Stats

STR: -20 percent APR: +15 percent
AGL: -10 percent Max HP: -20 percent
GRD: -10 percent Max MP: +10 percent
INT: No change

Mastery Bonus: APR +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Fan	—	—
Groupie	10	Flash
Rebel	15	Ironize
Performer	15	EerieLite
Star	25	Hustle
Artist	35	BackFlip
Sellout	40	FireTower
Icon	40	LifeSong



Maturation Spells and Skills

Class Combination	Skill/Spell Learned
TeenIdol + Mage	LifeDance

Advanced Classes

The three Advanced Classes are the most elite and take a long time to work up to. Most of them require mastery in at least four or more Basic-Level Classes and two Intermediate-Level Classes. The Hero Character Class requires mastery in three

Intermediate Classes, making it difficult and time consuming to attain. However, the Advanced Character Classes teach the strongest spells and skills in the game. We recommend having at least one, if not two, characters at this level before you try to defeat the Demon Lord the final time.

Godhand

Requirements: Dragoon + Paladin

Only those who prove their prowess in all weapon and combat skills can act as the master and ultimate wielder of divine deeds, the Godhand. Choosing to master both the Dragoon and the Paladin is an obvious choice, considering that they have the least requirements, but the road to mastering everything required is tough and time consuming. Those who succeed can become a Godhand and strike awe in the hearts of even the most wicked monsters. Most skills and spells learned as a Godhand are very strong, and they help you considerably in the final stages of the game.

Changes to the Character's Stats

STR: +25 percent APR: No change
AGL: +10 percent Max HP: +10 percent
GRD: +5 percent Max MP: -10 percent
INT: No change

Mastery Bonus: STR +25



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Saint	—	—
Angel	20	MetalCut
Archangel	20	HealUs
Throne	40	RockThrow
Cherubim	40	Sacrifice
Seraphim	30	GigaSlash
Celestial	30	Revive
Demigod	60	UltraHit

Hero

Requirements: Mastery of Three Intermediate Character Classes

This is the ultimate occupation, open only to those who have the power to save the world. You can't become a Hero unless you first master three Intermediate Character Classes. The spells and skills you can learn are hard, but Heroes display awesome power. Another perk of a being a Hero is that as your CC Level rises, you automatically recover more HP during a battle.

Changes to the Character's Stats

STR: +10 percent APR: +10 percent
AGL: No change Max HP: +10 percent
GRD: No change Max MP: +10 percent
INT: +15 percent

Mastery Bonus: Max HP +31



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Archetype	—	—
Defender	8	Ironize
Paragon	12	Revive
Savior	30	Zap
Guardian	30	DeMagic
Avatar	30	Thordain
Legend	40	GigaSlash
Chosen One	50	Alldain

Summoner

Requirements: TeenIdol + Sage

This mysterious priest can easily change the weather or even cause the earth's crust to move. You can change to this occupation only if you first master the Sage and TeenIdol Classes. A Summoner learns many spells and special skills to harness the powers of heaven, earth, and lightning. You also use less MP as you advance through the ranks. If you master this Character Class, the number of spells at your disposal will certainly help lead your party to victory.

Changes to the Character's Stats

STR: -10 percent APR: No change
AGL: +15 percent Max HP: -10 percent
GRD: -10 percent Max MP: +20 percent
INT: +20 percent

Mastery Bonus: Max MP +30



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Theurgist	—	Meditate
Conjuror	30	DefeatMax
Geomancer	30	Magma
Elemental	30	Tremor
Maelstrom	30	HellFlame
Tempest	30	DeMagic
Fury	50	Hellblast
Ragnarok	50	Summoner

Monster Classes

The following synopses provide the basic information you need to choose Monster Character Classes for your party members. Use the following chart to help you understand the necessary requirements to advance from the Basic-Level Character Classes to the Intermediate- and Advanced-Level Character Classes.

Basic Monster Character Classes

These are the most Monster Character Classes you can learn. You must have a Monster Heart for the monster whose Class you want to learn. Many are easy to acquire, but you must fight for some.

Berserker



Your ability to fight is invigorated by the strength and agility boost of a Berserker. All learned skills are attack related; learn to use each skill to suit the conditions, and create havoc in battle. Rising to Lv 7 adds to your attack level, and you become more skillful and powerful as a warrior.

Changes to the Character's Stats

STR: +10 percent APR: -20 percent
AGL: +10 percent Max HP: No change
GRD: -30 percent Max MP: No change
INT: -40 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Crusher	—	—
Smasher	15	SquallHit
Rampager	19	—
Destroyer	18	FireSlash
Juggernaut	20	—
Gilgamesh	28	RainSlash
Titan	35	—
Marcolara	15	Massacre

BoltRat



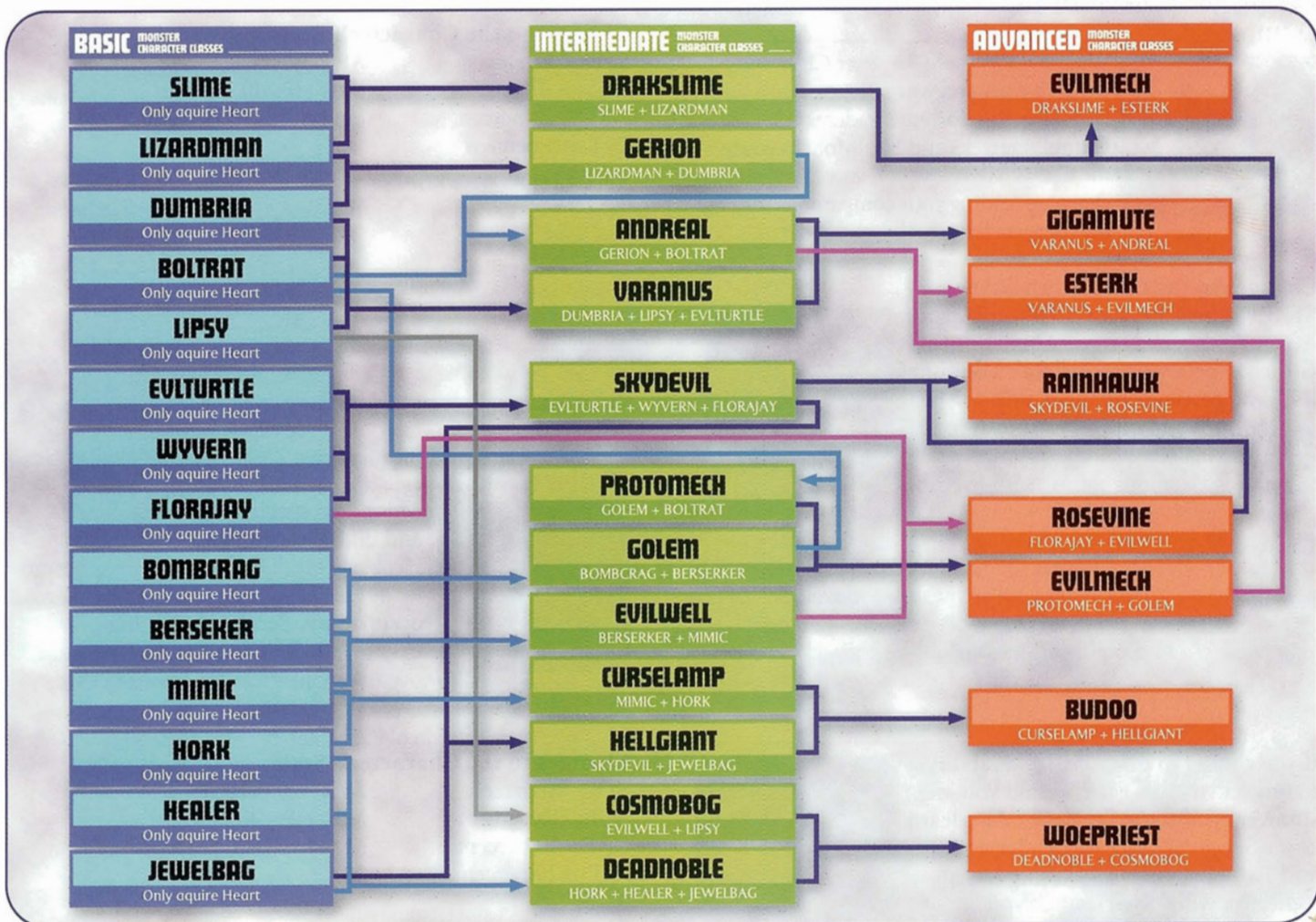
Protect yourself quickly with this Monster Character Class. Max HP declines somewhat, but stays high enough to cover you. When your level is low, use Flash to confuse your enemies. When you master this Class, you learn Lightning and can take the lead in assault. Use your lightning speed to defeat your enemies.

Changes to the Character's Stats

STR: -10 percent APR: -10 percent
AGL: +10 percent Max HP: -10 percent
GRD: +10 percent Max MP: -10 percent
INT: -30 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
CrackRat	—	—
SparkRat	12	—
VoltRat	13	Flash
LitRodent	22	—
ShockRat	20	Firebane
ThundeRat	25	—
StormRat	36	—
ThorRat	28	Lightning



Bombcrag



The Bombcrag boasts high defensive abilities and max HP, making it an attractive Class. In a direct assault, you can fully attack without pulling back. Also, as the Class Level raises, all your Attack spells grow stronger. Also learn Defensive and Recovery spells and skills such as

Increase and Meditate. You can greatly help your companions, because the enemy, fearing an explosion, hesitates to attack.

Changes to the Character's Stats

STR: +5 percent APR: -40 percent
AGL: -50 percent Max HP: +10 percent
GRD: +20 percent Max MP: -30 percent
INT: -30 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Pebble	—	—
Shrapnel	16	Increase
Boulder	16	Giggle
Bombadier	16	ChargeUp
ShortFuse	27	—
GreatRock	24	Sacrifice
BigBlast	24	—
Armageddon	29	Meditate

Dumbira



With this Monster Character Class, your strength rises, and you can attack as a Dumbira. You learn the trademark Dumbira attacks and HealMore. Because the Class's MP is low, you won't be the main character leading your companions into the fray, but you'll be a solid contender.

Changes to the Character's Stats

STR: +10 percent APR: -25 percent
AGL: -10 percent Max HP: -10 percent
GRD: -10 percent Max MP: -10 percent
INT: -20 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Awkward	—	—
Clumsy	14	VacuSlash
Chunky	18	—
Bumbler	17	HealMore
Sluggard	28	PsycheUp
Oaf	26	—
Hulk	25	SquallHit
Big Dummy	27	2EdgeHit

EvITurtle

If you change to this Class, your ability to protect yourself goes up, and you are stronger against direct attacks. Also learn battle Support spells such as Increase and TwinHits. Attack spells are less effective when used against you.



Changes to the Character's Stats

STR: +10 percent APR: -30 percent
AGL: No change Max HP: -20 percent
GRD: +20 percent Max MP: -10 percent
INT: -30 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
SlowPoke	—	—
SoftShell	10	Upper
Snapper	8	—
HardShell	22	Increase
ShellHead	20	—
DarkTurtl	25	TwinHits
ShellShock	15	Ramming
HellShell	25	BackFlip

Florajay



Intelligence and MP rise because this is a Mage-related occupation. Because your agility also rises, you can be first at either chanting a spell or dodging your opponents. Learn Recovery-type spells and skills such as Heal and HealSong, so be an asset to the party. Learn SleepAir

to support more by putting the enemy to sleep before it does any damage.

Changes to the Character's Stats

STR: -10 percent APR: No change
AGL: +10 percent Max HP: -10 percent
GRD: -20 percent Max MP: +10 percent
INT: +5 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
SeedWing	—	—
WingRoot	11	Heal
SproutWing	11	—
WingStem	12	—
PlantWing	21	SleepAir
FlyTrap	25	—
BloomWing	40	—
WitherWing	20	HealSong

Healer



This Class specializes in Recovery spells, and it allows you to learn spells such as Heal and HealUs. Because it is easiest to learn HealMore, you can quickly change occupations. Because MP is high, it is easy to cast Recovery spells. This occupation is great for ensuring that

your companions are well taken care of.

Changes to the Character's Stats

STR: -30 percent APR: -20 percent
AGL: -20 percent Max HP: -20 percent
GRD: -10 percent Max MP: +20 percent
INT: +20 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
KindHeart	—	—
PickMeUp	8	Heal
Altruist	20	—
Curer	14	HealMore
HealAll	28	—
GoldenOne	22	HealAll
Truehart	41	—
Phoenix	27	HealUs

Hork



As a Hork, your HP goes up and you are tougher. You learn Undead-type skills such as Poison, and you learn to weaken your enemies and support your companions. If you master this Class, you can do the K.O.Dance and defeat your enemies with a single blow. Your

style level goes down—perhaps because you're made of rotting flesh.

Changes to the Character's Stats

STR: No change	APR: -60 percent
AGL: -30 percent	Max HP: +10 percent
GRD: -10 percent	Max MP: -10 percent
INT: -50 percent	

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Rotten	—	—
Rancid	9	—
Carcass	7	—
DeadFlesh	18	PoisonGas
WormFood	18	—
Maggoty	23	CurseSong
Undead	24	—
EvilDead	31	K.O.Dance

JewelBag



This Monster Character Class is characterized by agile movements and its ability to protect itself. As your Class Level increases, your jewels shine brighter. Attacking monsters get dizzy, and their attacks don't land as easily. You can learn spells and skills such as

LureDance and PanicAll that seal the movement of your opponents. Use these skills wisely.

Changes to the Character's Stats

STR: -20 percent	APR: +5 percent
AGL: +20 percent	Max HP: -10 percent
GRD: +10 percent	Max MP: No change
INT: +10 percent	

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Rinestone	—	—
Onyx	12	LureDance
Jade	8	—
Opal	25	Flash
Emerald	27	—
Sapphire	28	PanicAll
Ruby	30	—
Diamond	30	Beat

Lipsy



As a Lipsy, learn skills that use your long tongue, such as LushLicks and SickLick. Speed increases, so make the first move to seal your opponent's movements. When there are many enemies, use SleepAir or OddDance. Leave direct assault to your compatriots, and take a supporting role.

Changes to the Character's Stats

STR: -20 percent	APR: -30 percent
AGL: +5 percent	Max HP: -20 percent
GRD: -10 percent	Max MP: No change
INT: -20 percent	

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Chapped	—	—
Moist	13	LushLicks
Pouty	17	—
Wet	11	SickLick
Sweet	22	—
Jiggly	25	SleepAir
Sultry	27	—
Sexy	17	OddDance

LizardMan



This Monster Character Class is well-balanced between its skill with weapons and use of spells. Learn spells such as Defense and TwinHits that add powerful support to your attack. The LizardMan easily learns TwinHits, which is hard to learn in other occupations, so you can

change occupations early.

Changes to the Character's Stats

STR: -10 percent	APR: -10 percent
AGL: +5 percent	Max HP: -10 percent
GRD: No change	Max MP: -10 percent
INT: -10 percent	



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Slitherer	—	—
LizardKid	14	Sap
Reptilian	25	—
Scaly Hero	11	Defense
Draconian	18	—
ScalyLord	25	TwinHits
ScalyKing	34	—
ColdBlood	18	RainSlash

Mimic



Your strength and defense rise in this Monster Character Class, and you can directly assault the enemy like a true warrior. You also learn skills to seal your opponent's movements, and eventually you learn Instant-Death spells so you can attack in varying ways. Also, after

Lv 7, Attack spells are stronger.

Changes to the Character's Stats

STR: +10 percent APR: -30 percent
 AGL: No change Max HP: -20 percent
 GRD: +20 percent Max MP: -10 percent
 INT: -20 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
TrashCan	—	—
Hamper	18	SleepAir
Container	18	—
ItemBox	14	SandStorm
Coffer	30	—
MagicBox	25	Beat
Dopplgang	32	—
Pandora	42	Defeat

Slime



While Slimes are not very strong, this Monster Character Class is attractive for its agility and cuteness. You can learn some weird and funny-looking skills. Learn to use diversionary tactics rather than fighting head-to-head. It's easy to rise through the levels, so this is a breeze to master.

Changes to the Character's Stats

STR: -20 percent APR: -20 percent
 AGL: +5 percent Max HP: -20 percent
 GRD: -20 percent Max MP: -20 percent
 INT: -30 percent



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Globule	—	—
Moist	7	—
Wiggly	8	SideStep
Jiggly	18	—
Slurry	17	ConfuHit
SlimeNite	22	—
SlimeHero	18	—
KingSlime	30	Retaliate

Wyvern



Characters in this Monster Character Class are both agile and intelligent. They have flame weapons, and learn spells such as Blaze and skills like FireAir. Both are useful, so even if your skill level with weapons isn't high, you have plenty of strength. When you rise to occupational

Lv 7, it is easier to evade attack, and Blaze-type and Bang-type spells become stronger.

Changes to the Character's Stats

STR: -5 percent APR: -5 percent
 AGL: +5 percent Max HP: -10 percent
 GRD: -15 percent Max MP: No change
 INT: +5 percent

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Hatchling	—	—
Fledgling	13	Blaze
Scavenger	17	—
Ravenous	15	FireAir
DiveBomb	17	—
BeakDuel	28	Blazemore
HiWyvern	35	—
WyverNite	25	BlazeAir

Intermediate Monster Character Classes

These Monster Character Classes have stronger powers than Basic-Level Character Classes. There are 12 Classes, and you can change Classes, just as with Basic Monster Classes as long as you possess that monster's Heart. If you do not have a Heart, you must fulfill certain requirements as you do with regular Intermediate-Level Character Classes.

Andreal



Requirements: Gerion + BoltRat

The Andreal is a dragon with powerful fighting abilities. Strength, defense, and HP are high, and it is well suited to attacking. You learn more breath skills as your level rises, and with these you can attack all your enemies in one fell swoop.

Changes to the Character's Stats

STR: +10 percent APR: No change
 AGL: -10 percent Max HP: +20 percent

GRD: +10 percent Max MP: -20 percent
INT: No change

Mastery Bonus: STR +10

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Zephyr	—	FireAir
SpitFire	14	—
LastGasp	16	BlazeAir
DeathSpew	25	—
SkyKing	20	IceAir
Grendel	35	—
Majestic	30	—
Grandreal	40	Scorching

CosmoBog



Requirements: EvilWell + Lipsy

This mage-related occupation boasts monsters that are fast and smart with high MP. Because defense also rises, CosmoBogs have few weaknesses. Learn powerful spells such as BackFlip, Blazemore, and Zap, along with many

skills. This companion is a great attacker.

Changes to the Character's Stats

STR: -5 percent APR: -10 percent
AGL: +10 percent Max HP: +5 percent
GRD: +5 percent Max MP: +10 percent
INT: +10 percent

Mastery Bonus: GRD +10

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Whimsy	—	—
Figment	22	Flash
Vision	22	BackFlip
Specter	36	—
Phantom	30	Bounce
Enigma	30	—
Twilight	30	Blazemore
Eternal	30	Zap

CurseLamp



Requirements: Mimic + Hork

Because its movements are agile, this monster easily evades its enemies, making its low HP not much of a loss. A CurseLamp is good at using PaniDance to send enemies into a panic, and supporting its cohorts with Attack spells.

Changes to the Character's Stats

STR: -10 percent APR: +10 percent
AGL: +15 percent Max HP: -20 percent
GRD: +5 percent Max MP: +20 percent
INT: +5 percent

Mastery Bonus: AGL +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
OilPot	—	StopSpell
LampRust	15	—
BrassLamp	20	PaniDance
CopperPot	25	—
CurLamp	20	SnowStorm
DamnLamp	40	—
LampChamp	25	Ramming
SoulEater	45	Summon

DeadNoble



Requirements: Hork + Healer + JewelBag

Defense is lowered, but MP rises when you take on this Monster Character Class. At higher levels, you can learn more powerful spells such as IceBolt and SnowStorm. The Mastery Bonus perks are also attractive.

Changes to the Character's Stats

STR: No change APR: -10 percent
AGL: No change Max HP: No change
GRD: -10 percent Max MP: +10 percent
INT: +5 percent

Mastery Bonus: Max MP +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
DeadMount	—	IceBolt
NobleSoul	12	—
Necrocrat	20	SnowStorm
Famine	32	PalsyAir
Plague	39	—
War	38	DefeatMax
Conquest	31	—
Apocalyps	33	Blizzard

DrakSlime



Requirements: Slime + LizardMan

The DrakSlime is a specialist in dragon-like air attacks. Learn air skills as you rise through the ranks in this Class. If you master the Class, you learn BeDragon. Through transformation, you will have stronger Breath-type skills.

Changes to the Character's Stats

STR: -5 percent APR: No change
AGL: +5 percent Max HP: -10 percent
GRD: +10 percent Max MP: -5 percent
INT: -10 percent

Mastery Bonus: AGL +10



Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Drakspit	—	—
Drakling	10	FireAir
MoistDrak	13	FrigidAir
HornyBlob	17	Ironize
HornSlime	30	—
SoarSlime	30	BlazeAir
Slagoneer	30	IceAir
Drakon	20	BeDragon

EvilWell



Requirements: Berserker + Mimic

While an EvilWell's intelligence and Max MP are low, its other abilities are high. Sometimes you can scare the living daylights out of your enemies, and the chances of doing so rise with Class Level. This is an excellent

offensive Monster Character Class with high stats and special abilities.

Changes to the Character's Stats

STR: +10 percent APR: -30 percent
 AGL: +10 percent Max HP: +10 percent
 GRD: +10 percent Max MP: -20 percent
 INT: -30 percent

Mastery Bonus: GRD +10

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
WellDreck	—	CragThrow
HoleDig	19	WarCry
WaterHole	22	BoxerDanc
WellLure	22	ParryPass
WishWell	30	KnockDown
StenchPit	30	—
HellWell	27	WindBeast
WellDone	25	Magma

Gerion



Requirements: LizardMan + Dumbira

This Monster Character Class is one that shows its value in direct physical assaults. Because it learns mostly Infernos-type spells, it can attack a large group of enemies. However, a Gerion's Max MP is low, so don't waste MP.

Changes to the Character's Stats

STR: +10 percent APR: -5 percent
 AGL: +5 percent Max HP: +5 percent
 GRD: +5 percent Max MP: -10 percent
 INT: -10 percent

Mastery Bonus: STR +10

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Kitten	—	Infernos
Stray Cat	16	Surround
WildCat	19	—
RabidFang	25	Infermore
WildBeast	35	—
Sabrtooth	30	Howl
DevilCat	25	—
Big Pussy	30	Infermost

Golem



Requirements: Bombrag + Berserker

With its high strength, defense, and Max HP, characters training in this Monster Character Class are best suited to offense or as a shield for the party. As you increase your level, you can wield more

satisfactory attacks. Because you learn powerful Attack skills, you can fight without worrying about enemies ganging up on you.

Changes to the Character's Stats

STR: +20 percent APR: +10 percent
 AGL: -30 percent Max HP: +10 percent
 GRD: +10 percent Max MP: -20 percent
 INT: -40 percent

Mastery Bonus: STR +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
ClayMan	—	—
RockSolid	11	ChargeUp
BlockHead	17	Guardian
StoneWall	30	Crack
Pillar	30	—
HardHeart	17	Quake
Clobberer	40	—
GoldGolem	15	RockThrow

HellGiant



Requirements: SkyDevil + JewelBag

Overall, the abilities of a HellGiant are well-balanced. It can use direct physical assaults or spells. While a HellGiant mainly learns Explosive-type and Firebal spells, it can also learn Recovery spells such as HealUs.

Changes to the Character's Stats

STR: No change APR: +5 percent
 AGL: No change Max HP: +10 percent
 GRD: +10 percent Max MP: No change
 INT: No change

Mastery Bonus: Max MP +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Lumberer	—	Boom
HornBeast	17	—
DarkFiend	21	HealUs
HelFiend	34	EerieLite
HelGoat	18	—
Pan	45	Blazemore
Satyr	13	—
Azazel	37	Explodet

ProtoMech



Requirements: Golem + BoltRat

This warrior-type monster has superior strength and defense. You can mostly learn special Attack skills such as MetalCut and EvilSlash. You also learn MagicWall, which is a wonderful weapon against anyone with strong spells.

Changes to the Character's Stats

STR: +10 percent APR: -20 percent
AGL: -5 percent Max HP: No change
GRD: +10 percent Max MP: -10 percent
INT: -10 percent

Mastery Bonus: GRD +10

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
JunkHeap	—	—
ScrapIron	15	MagicWall
SparePart	21	—
Prototype	36	MetalCut
Automaton	28	—
Upgrade	37	QuadHits
Mecha	21	—
Machinoid	12	EvilSlash

SkyDevil



Requirements: EvlTurtle + Wyvern + Florajay

In this Monster Class, all your fighting abilities rise, and you learn powerful skills such as BackFlip and Vacuum to attack all enemies at once. Let loose with some nice attacks and you'll be completely satisfied

with a SkyDevil in an offensive role. You can also depend on the occupation to learn the Revive spell Vivify.

Changes to the Character's Stats

STR: +5 percent APR: +10 percent
AGL: +10 percent Max HP: +5 percent
GRD: Same Max MP: No change
INT: -10 percent

Mastery Bonus: AGL +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
SkySprite	—	—
SkyImp	18	BirdSlash
Familiar	22	—
SkyFiend	25	Vivify
Cacodemon	27	—
SkyDemon	38	BackFlip
Hellbom	30	Vacuum
Inferno	30	FalconCut

Varanus



Requirements: Dumbira + Lipsy + EvlTurtle

This Monster Class is well suited for attacking, because both strength and Max HP are high. Learn all sorts of breath skills, and if you master the Class, you'll have enormous destructive power with IceStorm.

You can even wipe out an entire troop of weak monsters!

Changes to the Character's Stats

STR: +15 percent APR: -30 percent
AGL: No change Max HP: +10 percent
GRD: -10 percent Max MP: -20 percent
INT: -20 percent

Mastery Bonus: STR +15

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Puddler	—	—
PondScum	13	IceAir
PondLord	13	—
LaGoon	26	Ramming
SeaMonster	31	—
EatPirate	47	Scorching
Kraken	20	—
Leviathan	50	IceStorm

Advanced Monster Character Classes

These Monster Classes are the most elite and are only for the most formidable fighters. There are eight Advanced Monster Character Classes. To train in these Classes, get the Heart of that monster or master a combination of specific Monster Classes. It is easier to fulfill the prerequisites than to win the Heart of a monster.

Budoo



Requirements: CurseLamp + HellGiant

This monster boasts high strength and is the most powerful direct attacker. A Budoo is also capable of stealing from its opponents. Most of its spells and skills are Support types, but you can also learn

the CallArmy and WhiteFire Attack skills.

Changes to the Character's Stats

STR: +30 percent APR: -10 percent
 AGL: +10 percent Max HP: +10 percent
 GRD: -5 percent Max MP: No change
 INT: No change

Mastery Bonus: STR +255

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
DarkCloud	—	—
Genie	25	TwinHits
Ampharool	25	TakeMagic
Jann	30	Barrier
Djinn	55	Chance
Shaitan	30	CallArmy
Efrete	8	FairWind
Marid	47	WhiteFire

Esterk



Requirements: Andreol + EvilMech

In this Monster Class, all your abilities rise. Your capacity to attack effectively rises, and you learn strong skills such as IceStorm and GigaSlash. Spells and skills are ineffective against an Esterk, making it one of the best Monster Classes.

Changes to the Character's Stats

STR: +20 percent APR: +10 percent
 AGL: +10 percent Max HP: +10 percent
 GRD: +10 percent Max MP: +10 percent
 INT: +15 percent

Mastery Bonus: GRD +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Bustion	—	BoltSlash
Behemoth	30	MetalCut
Nisroc	30	FireSlash
Mulciber	30	IceStorm
Mammon	40	IceSlash
Belial	50	DeMagic
Moloch	50	—
Beelzebub	70	GigaSlash

EvilMech



Requirements: ProtoMech + Golem

This mechanical warrior has superior strength and defense. Its special ability stills the breath of enemies with one shot, and it is a great fighter. As an EvilMech's Monster Class Level rises, its Attack and Support skills balance evenly.

This powerful occupation is well suited to Advanced Classes.

Changes to the Character's Stats

STR: +30 percent APR: Same
 AGL: +10 percent Max HP: +10 percent

GRD: +20 percent

Max MP: -10 percent

INT: -20 percent

Mastery Bonus: GRD +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
War Doll	—	Defense
Droid	25	TwinHits
IronClad	25	RainSlash
SteamGear	30	BackFlip
Warbot	45	Zap
Colossus	65	FalconCut
Meckaiser	50	Massacre
Mecha-X	70	Hellblast

GigaMute



Requirements: Andreol + Varanus

Of all the monster occupations, this one has the best attack abilities and Max HP. Learn strong skills as you rise through the ranks. The GigaMute is the best at offensive capabilities. It is weak against spells, so equip it well for protection.

Changes to the Character's Stats

STR: +30 percent APR: -30 percent
 AGL: -10 percent Max HP: +20 percent
 GRD: +5 percent Max MP: -10 percent
 INT: -10 percent

Mastery Bonus: STR +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Outcast	—	—
Grotesque	21	PsycheUp
Repulsive	21	PoisonFog
Vomitous	23	—
Uncanny	45	IceStorm
PugUgly	43	—
Caliban	47	Thordain
Abominoid	80	WhiteFire

PlatKing



Requirements: DrakSlime + Esterk

Defense rises astronomically, and spells tend to slide off this monster; a PlatKing is the best at the defensive arts. If you can get to the Lv 7, you won't have to worry about spells or skills at all. It is tough to choose this occupation;

however, it is worth a try.

Changes to the Character's Stats

STR: -10 percent APR: +10 percent
 AGL: +20 percent Max HP: -60 percent
 GRD: +100 percent Max MP: No change
 INT: -20 percent

Mastery Bonus: GRD +255

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Slug	—	Ironize
Nugget	28	HealUs
Ingot	20	Ramming
GoldRush	35	Revive
SlimeMite	42	HealUsAll
EvilAlloy	45	—
GoldBlob	80	Change
Slimedol	100	BigBang

RainHawk



Requirements: SkyDevil + Rosevine

While all abilities are superior, this monster is also incredibly smart and stylish. Of course, a RainHawk is strong in offense, and it can breathe magic air such as WhiteFire and HellFlame. Also, its special ability returns back enemies' Air attacks.

Changes to the Character's Stats

STR: +10 percent APR: +30 percent
AGL: +20 percent Max HP: No change
GRD: No change Max MP: +20 percent
INT: +30 percent

Mastery Bonus: APR +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Hatchling	—	EerieLite
Fedgling	27	Firebolt
HawkChief	27	FairWind
Hawkeye	21	WindBeast
BirdKing	40	Scorching
ReignHawk	45	MagicBack
GuardHawk	40	WhiteFire
HolyCock	50	HellFlame

Rosevine



Requirements: Florajay + EvilWell

Because this Monster Class is strong, we recommend direct attacks in battle. Most learned skills are Support-type skills, but when you become a Master, you learn the ultimate skill—MegaMagic. Because it uses all your Magic Points, use it

effectively when you only have 1 MP left.

Changes to the Character's Stats

STR: +20 percent APR: +5 percent
AGL: +10 percent Max HP: -5 percent
GRD: -10 percent Max MP: No change
INT: +5 percent

Mastery Bonus: APR +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
EvilSeed	—	—
VineCreep	20	PalsyAir
ThornVine	25	PoisonFog
RosePetal	23	SleepAll
Entangler	30	Barrier
Vinelash	42	EerieFog
InBloom	40	—
DoomBloom	60	MegaMagic

WoePriest



Requirements: CosmoBog + DeadNoble

Intelligent and with high Max MP, this Sage-like monster uses less and less MP as the Monster Class Level rises. Not only can you learn the most powerful spells in this occupation, being a

WoePriest also makes you highly resistant to spells.

Changes to the Character's Stats

STR: No change APR: +10 percent
AGL: No change Max HP: -10 percent
GRD: +10 percent Max MP: +30 percent
INT: +30 percent

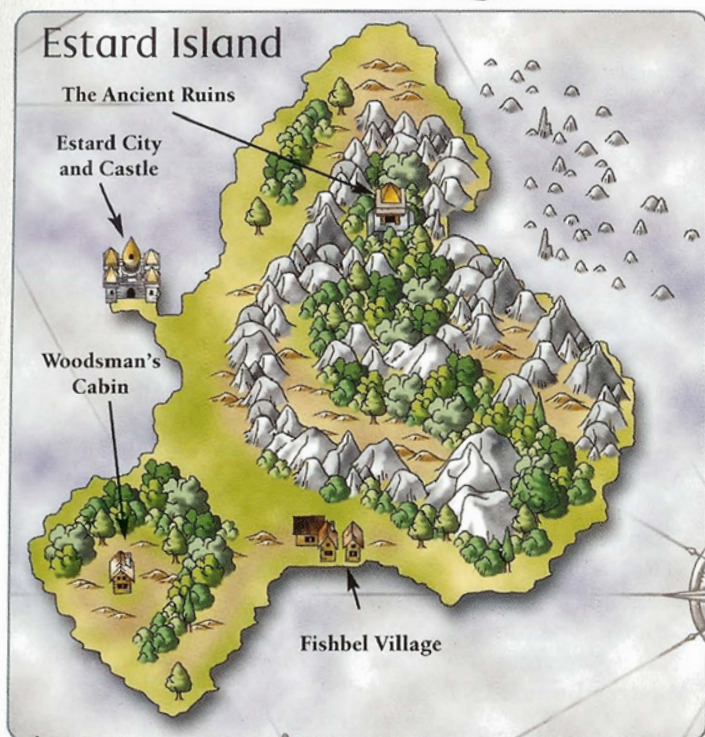
Mastery Bonus: INT +20

Character Class Ranks

CC Rank	No. of Battles	Skill/Spell Learned
Druid	—	MagicBack
DarkCloth	23	Revive
ChaosLord	20	Firebolt
CenoBite	27	DefeatMax
BloodMonk	30	Explodet
HatePadre	30	Blizzard
GodStomp	30	Blazemost
GodHater	50	MultiCut



Part 1: Estard Island



TIP

You cannot find any monsters on Estard Island.

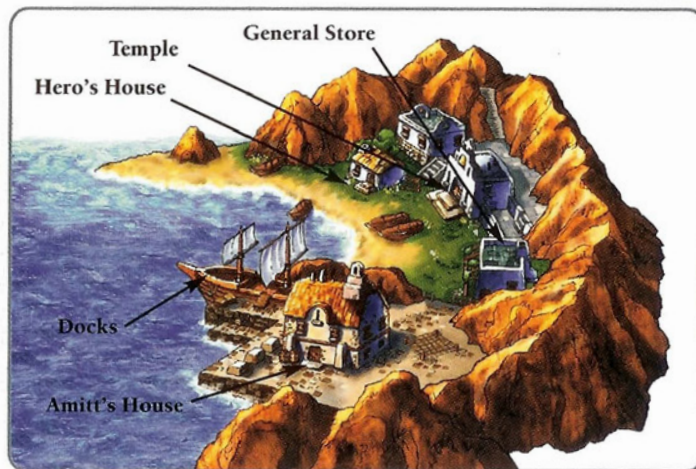
Step-by-Step Walkthrough

1. After you talk with Maribel, explore the town. Then go home to bed.
2. Get the Fish Sub from your mom, Mollie, and deliver it to your father, Borkano, on his boat.
3. Find Maribel stowed away among the barrels below deck, and reveal her location to the Head Cook.
4. Leave Borkano's boat and watch him set sail. Head back into town, and talk to the King's messenger. Take Maribel with you when she asks to accompany you to Estard City.
5. Heed the King's summons and visit him in his throne room in Estard Castle. Agree to look for Prince Kiefer.
6. Return home to learn that Kiefer waits for you in "the usual place." You find him in the Ruins.
7. Get the Ancient Tome from Kiefer and read it. After you meet with Kiefer, take the book to the scholar who lives on the cliffs. You find the stairs to an underground passage near Hondara's house in Estard City.
8. Find the Pearl in the well in Estard City, take it to the Ruins, and try it on the statue. Find a letter from Kiefer.
9. Meet Kiefer in his room in the castle.
10. Return to the scholar's home with Kiefer, and learn the secret to unlock the entrance to the Ruins.
11. Meet Kiefer that night, return to the Ruins, and open the door. Read the text surrounding the stairs before entering the dungeon.
12. Solve the Flame room puzzle to get the Saint's Helmet.
13. In the Scale room, move the blocks over the buttons on the floor to open the sliding doors. Then use the scale to open the door to the tunnels leading to the Ancient room. Stick your hand in the Lion's mouth to get the Ancient Key.
14. Memorize the location of the leaves on the twig mural, and follow the instructions on the stone monument to traverse the maze.

15. Use the crystal ball in the Water room to change the flow of the canal water. Downstairs in the Canal room, take the raft over the island in the center, and climb down the stairs to the next puzzle.
16. Use the view holes in the colored pillars to look at the primitive paintings in the Pillar room. Note the monsters depicted and return to the Canal room. Follow the empty canal on the right to the Image room. Place the correct monster monuments on the colored tiles to open the room with the Saint's Armor.
17. Back in the Canal room, take the raft through the tunnel to the south and pick up the Saint's Sword.
18. Climb the stairs and use the rafts to take you back to the treasure chest with the Saint's Shield. Take the stairs up to the room with the four Sage statues.
19. Place the Saint's treasures on the appropriate Saint statue. Use the information on the stone monument located down the stairs on the far side of the Scale room.
20. In the Brazier room, use the colored torches to light the larger torches. Use the holograms to determine which brazier to light.
21. Pick up the LandShard in front of the stone monument. Explore the Traveler's Gate rooms, and pick up a second LandShard. Place both in the northwest tablet in the northeast room.
22. Acquire the World Map in the main room between the northern Traveler's Gate rooms. Enter the small hut in the southeast corner of the room (with the blue flame), and use the Traveler's Gate inside.
23. Exit the Ruins and return to Fishbel.
24. Talk to the fisherman near Borkano's boat, and learn that he pulled up a strange object in the fishing nets. Talk to Borkano and get the third LandShard.
25. Pick up Kiefer in his room at Estard Castle and return to the Ruins.
26. Meet Maribel and use the third LandShard to open the Traveler's Gate to Rexwood.

Fishbel

On the southern beaches of Estard Island lies a small fishing village. Fishbel is known for its brave fishermen who push the boundaries of the sea in search of undiscovered schools of fish. The inhabitants of Fishbel even developed a festival to celebrate the season's first fishing trip. Our story starts here on the night before the Amitt festival.



Facilities in Fishbel:

General Store

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Stick	ATK +2	10G
Cloth	DEF +4	30G
Pot Lid	DEF +2	40G

A Hero's Home



The Hero of this game lives in a small cottage on the west side of Fishbel with his mother, Mollie, and father, Borkano. To start the game, travel here and sleep in your bed upstairs. Return whenever you and your party need a good night's sleep. The accommodations may be

cramped, but they are free!

The Amitt Mansion



You'd think a wealthy girl like Maribel would have everything she could ever need. However, her father's wealth and position in Fishbel (he's the mayor!) do nothing to quell Maribel's desire for adventure and excitement. Not only

do you find her trying to stow away on Borkano's fishing boat, but she also pops up at the most inconvenient moments.

The Secret in the Cave

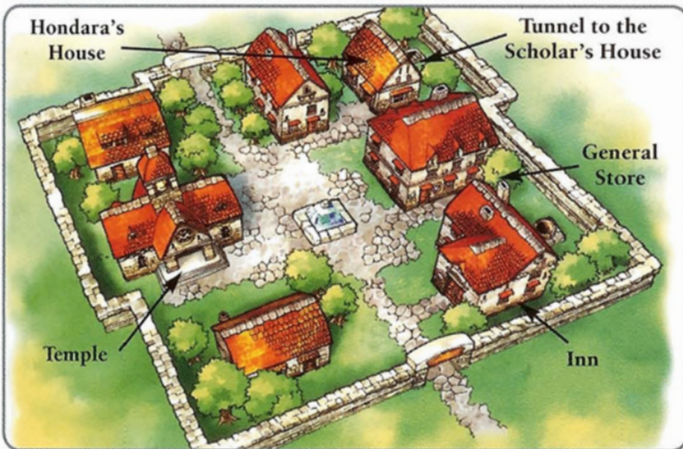


Follow the beach around the mountains to the west of town, near Hero's house, to find a small cave. Inside you find a stone slab surrounded by vases. The slab is too heavy to lift by yourself, but with the help of Kiefer and Maribel, push this slab aside to reveal hidden

wharf complete with refurbished ship.

Estdad City

Estdad City, the seat of government for all of Estdad Island, lies on the western shore of Estdad Island. This thriving metropolis holds many secrets that unfold as you journey through the game. Check back every once and a while to see what's going on.



Facilities in Estdad City:



Inn: 10G a night

General Store

Item	Effect	Cost
Cloth	DEF +4	30G
Traveler Clothes	DEF +7	70G
Leather Hat	DEF +3	65G
Hairband	DEF +4	100G
Pot Lid	DEF +2	40G
Herb	Recovers HP	8G

Hondara



Hondara is the profligate brother of Borkano and lives in Estdad City. Known for his wicked ways, Hondara is a thief and a drunk. He always owes money, and has an uncanny way of cheating people. Fortunately, the townspeople have grown accustomed to him, viewing

him as a "lovable scoundrel." He is also a great source of gossip and rare items. If you need something unusual, see what Hondara has collected recently. You might find something of value, even if it's only the name of the person he sold something to!

The Old Man on the Hill



In the northeast corner of Estdad City, beneath the shade trees surrounding Hondara's house, a set of stairs lead into a subterranean tunnel. Follow the tunnel to its ends, and you find yourself on a seaside cliff outside the city. An elderly man, a known scholar in antiquities, lives here. If you need something translated, seek this man out.

Estdad Castle

King Burns and his irrepressible son, Kiefer, live in Estdad Castle. The castle is a rambling structure, full of dead ends and strange staircase locations. Explore it thoroughly at the start of the game. Then return occasionally to see if anything new opens up.



Facilities in Estard Castle:

Item Shop

Item	Effect	Cost
Stick	ATK +2	10G
Pole	ATK +5	50G
Traveler Clothes	DEF +7	70G
Leather Shield	DEF +5	70G
Antidote	Cures Poison	10G

Kiefer's Room



Looking for Kiefer? He might be at home in his room. Kiefer's room is on the second floor of the castle, to the left of the stairs. If Kiefer is not there, talk to the maid in charge of his room.

The Captain in the Dungeon



The discovery of the Rexwood region sparks much debate and controversy on Estard Island. All the adults agree on one thing: You and your buddies should leave the adventuring to the adults! However, one person suspects that your party might have more of a right to

continue than any royal exploration party. Meet him at the gate to the castle dungeons when you return from present-day Rexwood, and he helps you find the missing piece for your next Traveler's Gate.

The Ruins

The Ancient Ruins have long been considered forbidden land. However, when your best friend is the prince, normal laws don't apply. When you open the doors to the Ruins, you'll find a sprawling series of interconnecting caves filled with puzzles and sacred treasures. To get to the heart of these strange caves, collect four pieces of sacred armor and place them on the appropriate statues. Because no monsters live in this cave, you have plenty of time to figure out the puzzles!

Flame Room

Inside the Ruins, you encounter a stone monolith with a hint about the guardian of the flame. When you enter the Flame room, four "guardians" surround a large brazier in the middle. Extinguish the flame and the statue opposite you moves forward and relights it. Look beneath each statue for a switch that opens a hidden door leading to the Saint's Helmet.



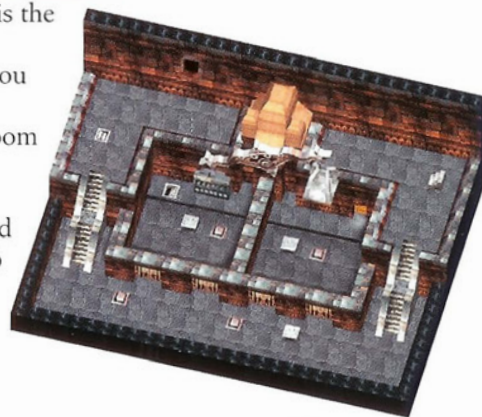
◀ Read the hints on the monoliths to figure out how to solve the puzzles.



◀ The statues guarding the flame relight the flame when you extinguish it. To make a specific statue move, stand opposite it as you extinguish the flame.

Scale Room

In the Scale room is the entrance to two different areas. If you walk around the perimeter of the room to the staircase opposite the entrance, you'll find a tunnel leading to a monolith with information about each statue.



▲ Use these stairs to get hints about which statue should hold which piece of the Saint's Armor.

Of course, you use the scale, the centerpiece of this room, to open the door to the next section of the Ruins. First use the blocks on the floor to hold the sliding doors open. Open the two doors in the middle first, and then ride the scale to the floor. You have a limited amount of time to scoot yourself into the other room through the rapidly closing door!



▲ Use the blocks to hold the sliding doors open, then ride the scale down to the floor to open the door to the next section of the Ruins.

Lion's Room

From the Scale room, head left and up two flights of stairs to the Lion's room. Trust your own worth and stick your hand in the Lion's mouth. The pure of heart receive an Ancient Key. Use it to open the locked door outside the Lion's room.



Tree Branch Room

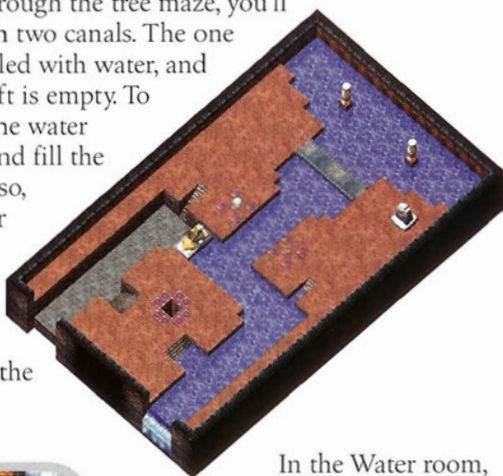
In the Tree Branch room, take special note of the image on the wall. The monolith stationed nearby gives its meaning. The hallways that follow (as shown here) are shaped similarly to the branches in the image. Remember the image and follow the signs of the sun.



◀ Think of the leaves as markers that tell you where to go.

Water Room

If you made it through the tree maze, you'll enter a room with two canals. The one on the right is filled with water, and the one on the left is empty. To continue, drain the water from one canal and fill the other one. To do so, head to the Water room above this Canal room. Enter through the door on the far wall between the two canals.

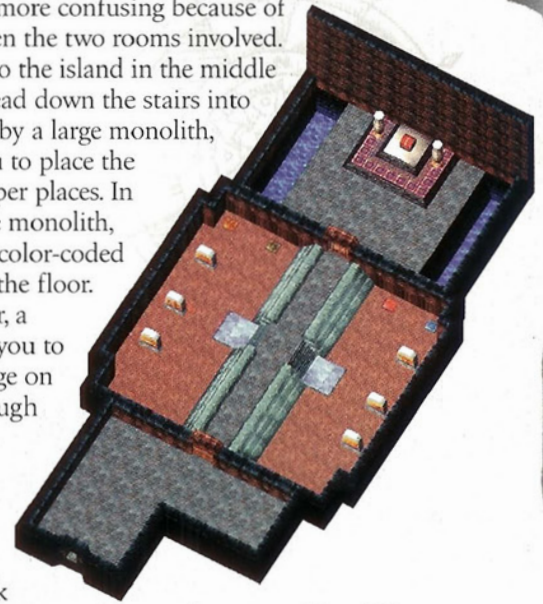


In the Water room, change the flow of the water by simply moving the crystal ball from its brace on one side of the stream to the other. This causes the dragon statues to rise and fall, draining and filling the canals in the room below.

▲ Head through this door to reach the Water room.

Image Room

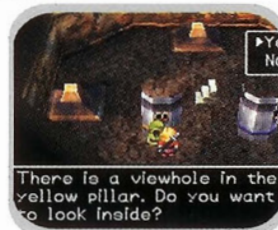
The next puzzle is more confusing because of the distance between the two rooms involved. First, take the raft to the island in the middle of the left canal. Head down the stairs into a room dominated by a large monolith, which instructs you to place the images in their proper places. In the room below the monolith, four buttons cause color-coded pillars to rise from the floor. Through each pillar, a "view hole" allows you to view a specific image on the wall. Look through each view hole and write down which image appears through which colored pillar.



Once you mark down the images, return to the Canal room and head down the empty canal to the hole in the north wall (by the door to the Water room). In the large room at the end of the hall, you find six monuments with drawings on them. Match the images on the monuments with colored tiles at the north end of the room. Using the example in the screenshots below, move the monument with the Golem to the yellow tile. When you get the right monuments on the right tiles, the door to the Saint's Armor opens.



▲ Sail the raft to the island to reach the first destination of this puzzle.

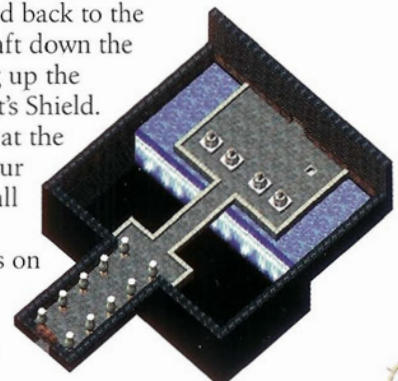


▲ Looking through each pillar gives you an up-close and personal view of the images.



Hall of the Four Statues

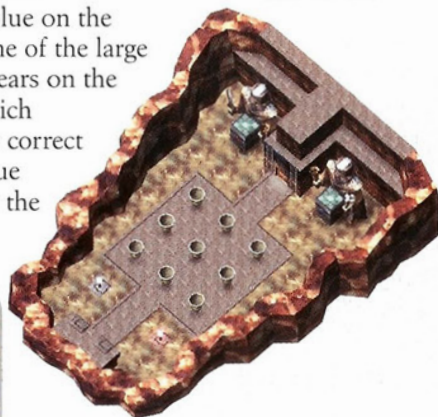
From the Image room, head back to the Canal room and sail the raft down the canal to the south, picking up the Saint's Sword and the Saint's Shield. This should put you back at the stairs to the Hall of the Four Statues. Once you collect all four pieces of the Saint's equipment, place the items on the statues in the correct order. Read the hints on the monolith off the Scale



room to figure out which item goes where. When you place them correctly, the main door opens.

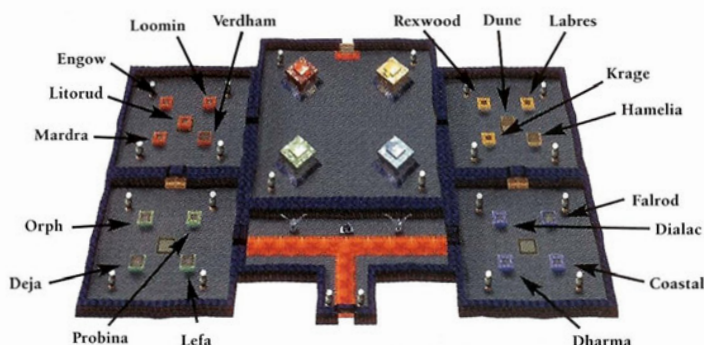
Brazier Room

The next puzzle is fairly simple. Take a torch and use it to light the large brazier on the statue that matches the color of the flame (pink on the left, blue on the right). When you light one of the large braziers, a hologram appears on the podium showing you which brazier to light. Light the correct braziers with both the blue and pink torches to enter the Tablet room.



◀ Light the large braziers to solve the puzzle.

The Tablet Room



The Tablet room is one of the most important locations in the game. The five rooms that make up the room contain warp portals called Traveler's Gates, which allow you to travel between both time and space. Each Traveler's Gate in the four outer rooms activates when you complete one of the shattered tablets on the pedestals. Four types of Shards are scattered throughout the world of *Dragon Warrior VII*, and they correspond to the four differently hued rooms.

LandShard: Yellow room in the northeast corner
AquaShard: Blue room in the southeast corner
FireShard: Red room in the northwest corner
WindShard: Green room in the southwest corner

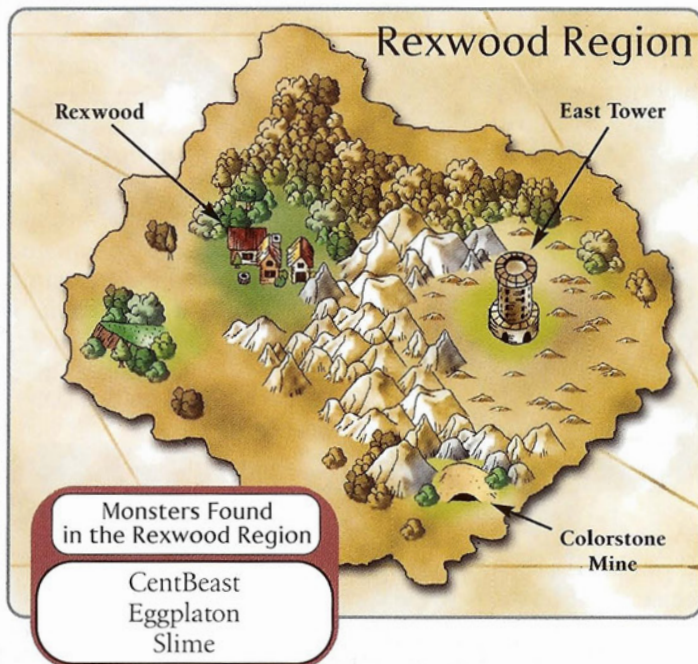
The middle room contains four shrines. When you complete certain events in the different worlds, the Traveler's Gates inside each Shrine becomes active. At the start of the game, only the Water Shrine's Traveler's Gate works, leading you to an alternative exit from the Ruins.

Part 2: Rexwood Region

The first area you travel to through the Traveler's Gates is Rexwood. A darkness that matches the mood of its inhabitants enshrouds this land. A monster who dwells in the Tower to the east of Rexwood Village placed a curse on the land, stealing away the womenfolk and compelling the men to dismantle and destroy their town. Help the townspeople by freeing them of this curse.

LandShards Needed to Activate the Rexwood Traveler's Gate

Ruins: On the floor in front of the stone monolith in the Tablet room
Ruins: Next to the Rexwood Tablet in the Land room of the Tablet room
Fishbel: From Borkano when he returns from his fishing trip



TIP

At the beginning of the game, your characters are not well equipped. In fact, they start their quest wearing only basic clothing! You can buy weapons and better armor from the Weapon and Armor Shop in Rexwood, but their wares are a bit expensive. Instead, make it a point to outfit your party with the basics before leaving Estard Island. Buy simple and inexpensive Sticks and Poles that will serve you well from the shops in Estard City and Estard Castle until you gain money through battling in Rexwood.

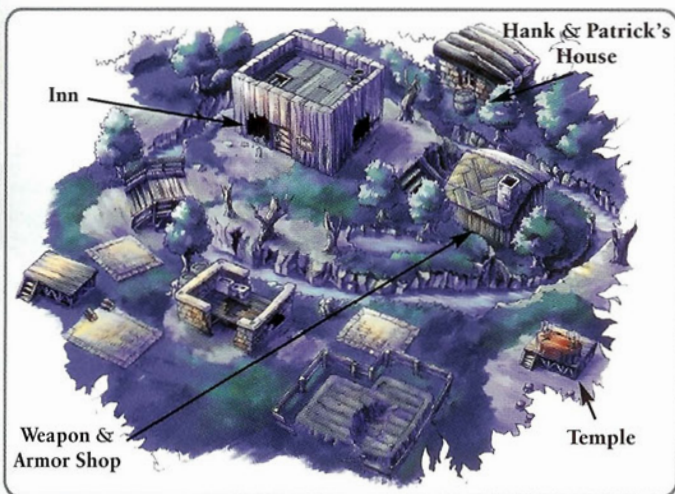
Step-by-Step Walkthrough

1. Rescue Maribel from the Slimes.
2. Meet Matilda at the cemetery. Give her Maribel's flower seeds, and she accompanies you to nearby Rexwood Village.
3. Go to Rexwood, where you discover that Matilda has disappeared from your party. Talk to the people in the village to learn about the threat from the monsters in the area.
4. Look for Hank's house amid the trees in the village. Talk to his son, Patrick. Agree to find Matilda and ask her to get a Green Orb for Patrick's ailing father.

- Go to the Colorstone Mine and talk to Matilda. Undertake the quest for the Green Orb. Clear the obstacles on the lower floors by pushing two same-colored gems together, causing them to break.
- Meet Matilda on B6 and get the Green Orb Shard and Wood Doll.
- Give the Green Orb Shard to Patrick in Rexwood. While you sleep at the inn, Patrick uses the Green Orb to heal his father, Hank. Return to their house in the morning and agree to help Hank clear the monsters out of the East Tower.
- Go to the East Tower and defeat the Golem to gain entrance. Defeating the Golem also wins you a WindShard.
- Pick up the FireShard in the treasure chest on the first floor. Travel to the Boss room on the fourth floor. Defeat the Clawser.
- Defeat the Boss.
- Return to Rexwood, where things are back to normal.
- Meet Patrick by the cemetery in the forest, and give him Matilda's Wood Doll. Use the Traveler's Gate deep in the Forest to return to Estard Island.
- Return home to Fishbel, where you learn that an island suddenly appeared.
- Meet Kiefer at the scholar's house on the cliff. Return to Fishbel, heading to the cave on the beach. Move the stone lid inside, and use the hidden ship to sail back to Rexwood.
- Explore Rexwood Village and talk to all the villagers. Grab the WindShard to the west of the house's entrance.
- Go to the Colorstone Mine, and pick up a FireShard on B7.
- Return to Estard Castle, where you learn that the scholar left the expedition meeting in a huff. Meet him by the gate to the castle's dungeon and head downstairs.
- Sail the raft on the moat to a set of stairs that let you access the door in the back of the castle. Travel beneath the castle to a room with a bookcase. Examine the bookcase, push it to the side, and get the FireShard from the treasure chest.
- Return to the Ruins, and use the FireShards to open the Traveler's Gate to Engow.

Rexwood

Rexwood is a small town in the middle of the Rexwood region. When you arrive, you find the townspeople dismantling their homes, stores, and so on. A dreadful monster stole their women, forcing the men to destroy their town if they want to see their wives, daughters, and sisters again. However, the fighting spirit still lives on in Rexwood in a young boy and his courageous father!



Facilities in Rexwood:



Inn: 3G per night

Weapon and Armor Shop (Past)

Item	Effect	Cost
Pole	ATK +5	50G
Club	ATK +8	110G
Copper Knife	ATK +11	220G
Leather Armor	DEF +11	180G
Leather Shield	DEF +4	70G
Horned Cap	DEF +5	70G
Herb	Recovers HP.	8G

Weapon and Armor Shop (Present)

Item	Effect	Cost
Copper Knife	ATK +11	220G
Mallet	ATK +14	410G
Leather Armor	DEF +11	180G
Leather Shield	DEF +4	70G
Traveler Clothes	DEF +7	70G
Horned Cap	DEF +5	70G
Antidote	Cures Poison	10G

A Tale of Switched Houses



As you explore Rexwood Village, you find that the owner of the Item Shop and a small family switched homes. Hank, the father, attempted to take on the monster terrorizing the land, and the family now needs a safe place to hide while he recuperates.

The Item Shop owner owns a house hidden in the wooded area on the perimeter of town, and it's the perfect place for Patrick and his father, Hank, to lay low. Pay them a visit to learn what you can about the situation at the East Tower.

Rexwood in the Present



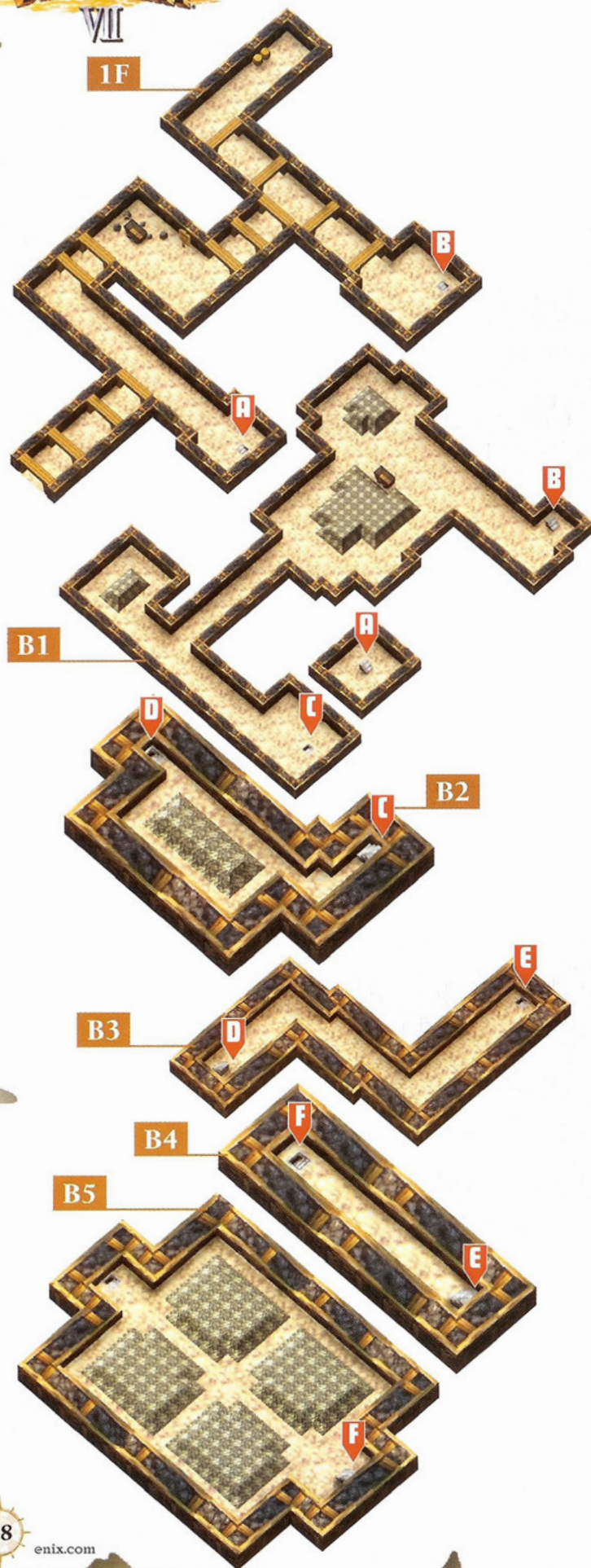
When you defeat the monster that cursed Rexwood in the past, the seal placed on the region by the Demon Lord breaks, and the island reappears on the World Map. Just imagine the surprise of your friends and family on Estard Island when this happens! Visit Rexwood Village

in the present to see firsthand what you accomplished during the first part of your quest. Rexwood is now a flourishing town filled with happy families and solid buildings, all thanks to your hard work!

Colorstone Mine

Colorstone Mine is so named for the brightly colored gems inside. It is said that these gems possess special properties, especially the rare green ones found on the lower levels. However, monsters now overrun the mine, and you must fight your way through them to get to the gems.





Monster Data

CactiBall HP: 14 MP: 0		CatMage HP: 22 MP: 4	
CentBeast HP: 8 MP: 0		Eggplaton HP: 8 MP: 0	
Lipsy HP: 10 MP: 0		Slime HP: 7 MP: 0	
TongueRat HP: 20 MP: 0			

The Colorstone Puzzles



The lower tunnels of the mine are so full of colorstones that you might find it difficult to get past them. However, pushing two of the same colored gems together causes them to shatter. Use this tip to help clear a path through congested areas. If you make a mistake and need to start over, simply exit the room and the puzzle will reset.

The Colorstone Mine in the Present

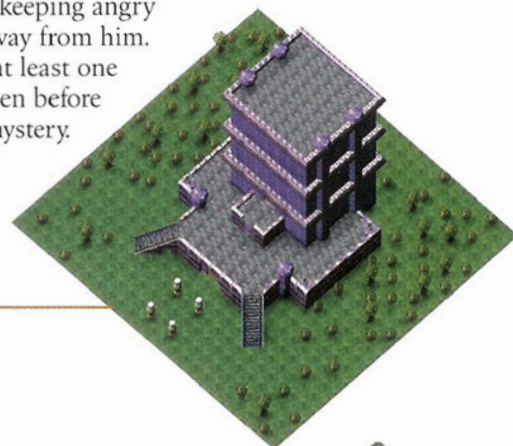


Return to the Colorstone Mine in the present and you find that the miners opened up another floor. When you get to B6, look for a new stairway, heading down to the new floor, B7. Here you find one of the FireShards necessary to unlock the Traveler's Gate to Engow.

East Tower

The tower to the east of Rexwood Village houses the dreadful monster responsible for the curse on the region. However, no one knows the identity of this monster because his henchmen did a good job keeping angry townspeople away from him. Expect to face at least one or two henchmen before you solve the mystery.

Outside



Part 2: REXWOOD REGION


Treasure Data

	Past
1	Bronze Knife
2	FireShard
3	Leather Shield
4	DEFseed
5	80G

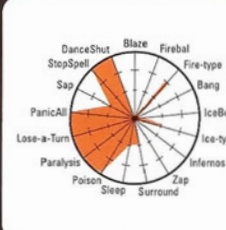
Monster Data

CactiBall HP: 14 MP: 0		CatMage HP: 22 MP: 4	
CentBeast HP: 8 MP: 0		Earwinger HP: 16 MP: 0	
Eggplaton HP: 8 MP: 0		Lipsy HP: 10 MP: 4	
Slime HP: 7 MP: 0		TongueRat HP: 25 MP: 0	

Golem




HP: 280
MP: 0



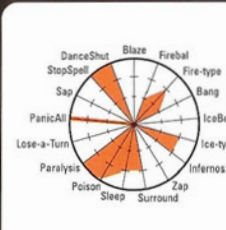
The Golem is a heavy-hitting monster with a high defensive rating. Having Hank in your party comes in handy. To the Golem, he's just another body to

pummel, hopefully detracting attention from the rest of the party. Because Hank is a temporary companion and not a member of your party, you don't have to worry about healing him. He is also a stronger fighter than any other party members, and can do more damage in one attack than your party combined. Hank can also heal your party members or help with casting Sap. Dedicate Kiefer to attacking and Maribel to the task of lowering the Golem's defense by casting Sap. Maribel's Blaze spell also comes in handy. Your Hero should split his attention between attacking and healing your party.

Clawser



HP: 310
MP: 50



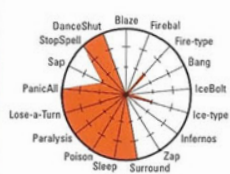
The Clawser divides his attacks between parrying your attacks, casting Blaze and Heal, and deploying his powerful physical attack. Have Kiefer attack

(his FireSlash skill is nice) while Maribel works on lowering the Clawser's defense, and have Hero heal and attack. Hank responds to this battle the same way as before.

Matilda



HP: 250
MP: 0



This is an extremely easy battle because Matilda simply parries all attacks during battle. This comes in handy if you expend all your

MP and Herbs during the previous battle!

Part 3: Engow Region

Recommended Level: 8

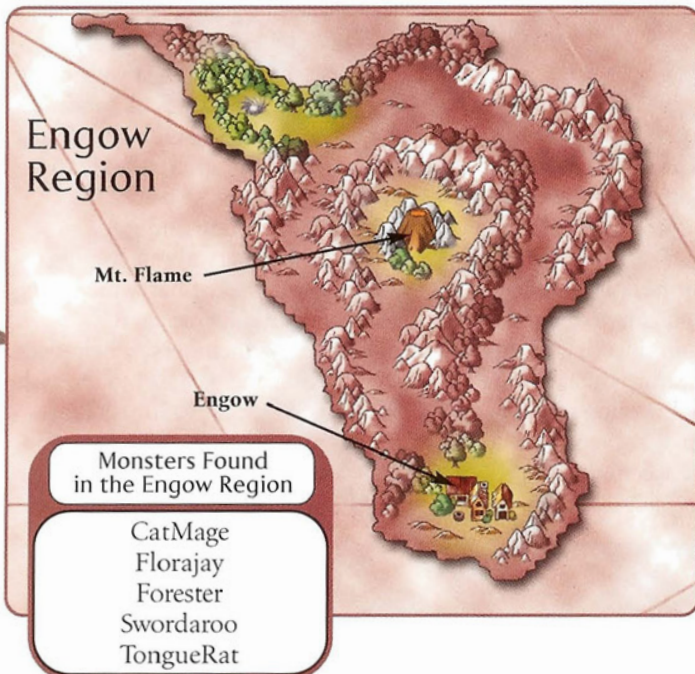
The inhabitants of the Engow Region are known for their profound devotion to the God of Flame. Engow Village's proximity to the volcano, Mt. Flame, which is considered the dwelling place of the god, fuels this faith. Every year the people of Engow renew their devotion through the Festival of Fire, which culminates in a procession to the volcano. If you're lucky, you will visit during this festival.

LandShards Needed to Activate the Engow Traveler's Gate

East Tower: Treasure chest on 1F

Colorstone Mine (Present): On the ground on B7

Estdad Castle: Treasure chest in the hidden room in the dungeon



Step-by-Step Walkthrough

1. Go to Engow Village and talk to the village Elder.
2. Stay the night at the Inn.
3. In the morning go to the well and listen to Pamela's vision regarding the town's festival honoring the God of Flame.

4. After the Elder's announcement about starting the festival, visit Pamela in her shop.
5. Take a nap (for free!) at the Inn.
6. Return to Pamela's shop, then talk to the Elder by the torches in the village's northwest corner. Join the villagers in the Procession of Fire.
7. At Mt. Flame skip to the head of the line, and enter the cave with the Elder. After you toss your torches into the volcano, find and talk to Pamela on the other side of the crater.
8. Travel into the volcano and search for the troublemaker. You have a limited amount of time to do this. If you fail, the volcano will erupt, and your game will reset to the start of the festival in Engow.
9. Defeat the FireGiant and win the AquaShard.
10. After Pamela's vision, return to the present, and get the HolyWater from Hondara in Estdad City.
11. Travel back in time to Engow, bringing the HolyWater to Pamela and the Elder in Mt. Flame. Toss it into the black flame.
12. Return to Engow Village, and after the celebration, get the AquaShard from Pamela.
13. Return to the present, and at Kiefer's request, head to Estdad Castle to catch the end of the expedition meeting.
14. The next morning meet Maribel and head to your secret cove and the boat. When you cannot move the slab covering the entrance, Kiefer catches up with you. Sail to Engow and explore both the village and Mt. Flame. Get the WindShard from Mt. Flame.
15. Return to the Ruins, and use your AquaShards to activate the Traveler's Gate to Dialac.

Engow Village

When you arrive in Engow, you find the citizens anxiously awaiting the start of their annual Festival of Fire. Unfortunately, events conspire to make this year's festival disastrously memorable unless you and your friends can find a way to help!



Facilities in Engow:

Inn: 5G per night

General Store (Past)

Item	Effect	Cost
Copper Sword	ATK +11	220G
Mallet	ATK +14	410G
Rosevine Whip	ATK +18	770G
Traveler Suit	DEF +7	70G
Leather Shield	DEF +4	70G
Horned Cap	DEF +5	70G
Herb	Recovers HP	8G

Part 3: ENGOW REGION

Item Shop (Past Only)

Item	Effect	Cost
Mallet	ATK +14	410G
Rosevine Whip	ATK +18	770G
Traveler Suit	DEF +7	70G
Leather Armor	DEF +17	680G
Scale Shield	DEF +7	180G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G

Weapon and Armor Shop (Present)

Item	Effect	Cost
Mallet	ATK +14	410G
Rosevine Whip	ATK +18	770G
Scale Mail	DEF +15	450G
Leather Armor	DEF +17	680G
Leather Shield	DEF +4	70G
Scale Shield	DEF +7	180G
Wooden Hat	DEF +6	120G

The Festival of Fire



The people in Engow worship the God of Flame, who they believe dwells in nearby Mt. Flame. At a certain time every year, the villagers celebrate the Festival of Fire to renew their bonds with the god and celebrate his power. During the festival, the town's Inn and General Store shut down, but if you need to buy supplies, visit the stand that an enterprising merchant set up outside the General Store.

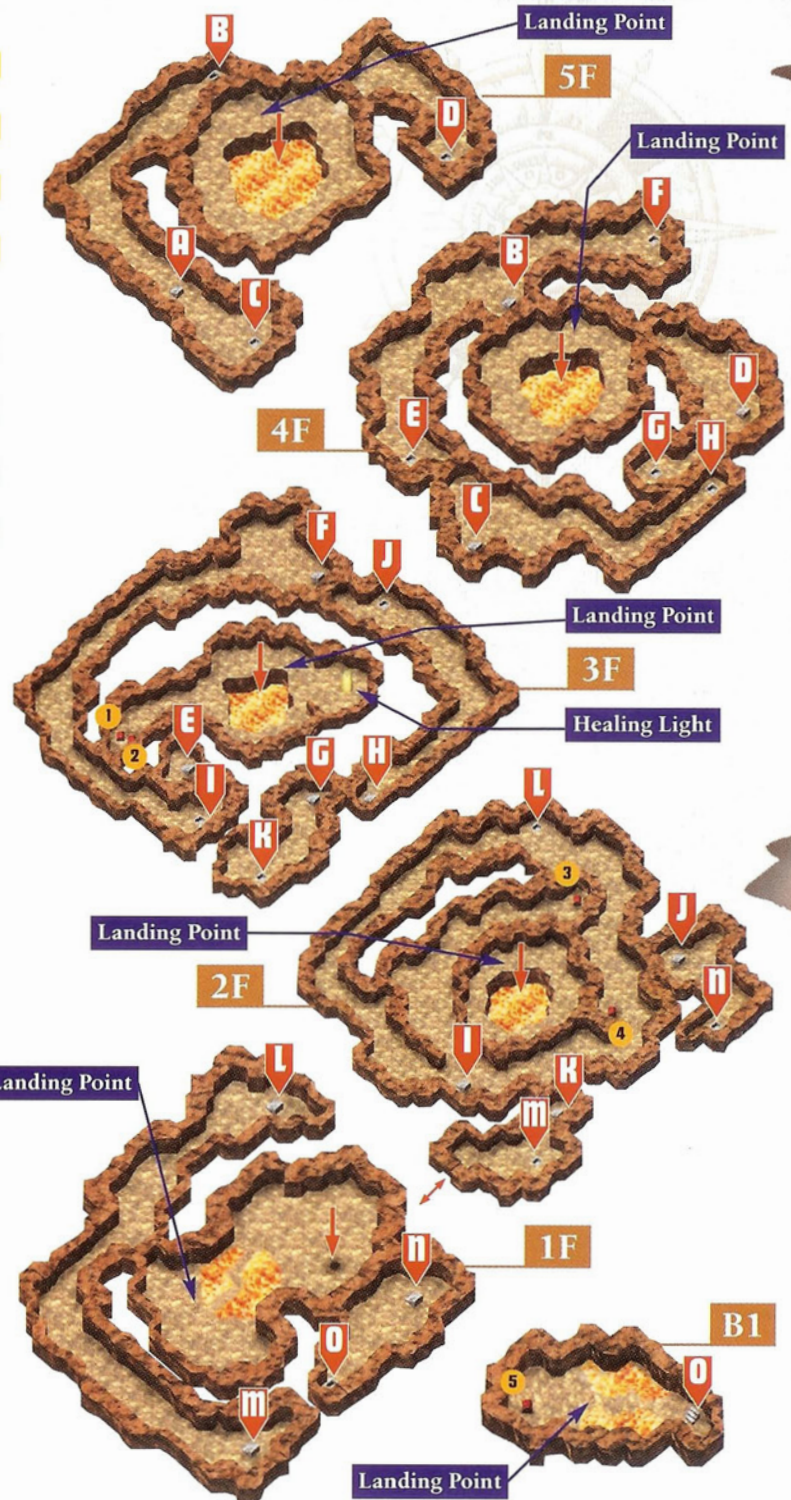
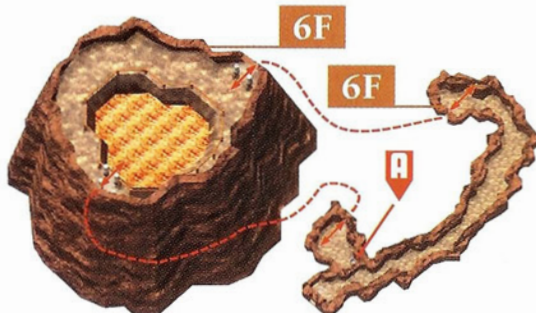
Engow in the Present



Return to Engow in the present, and you find that things have changed. Engow's mayor is more concerned with the income from the town's hot springs than with the worship of the God of Flame. However, Pamela is still telling fortunes in the room off the side of the General Store. She tells you how to find a young boy's missing button.

Mt. Flame

North of Engow Village is Mt. Flame, a volcano reputed to be the home of the God of Flame. The volcano appears to be working overtime. In fact, the volcano is about to erupt. What will happen to Engow if that happens?



Treasure Data

	Past	Present
1.	110G	Antidote
2.	Antidote	60G
3.	DEFseed	80G
4.	Herb	Herb
5.	STRseed	WindShard

Monster Data

Babble HP: 24 MP: 0		CatMage HP: 22 MP: 4	
Earwinger HP: 16 MP: 0		Florajay HP: 20 MP: 0	
Forester HP: 28 MP: 0		Imp HP: 30 MP: 4	
Swordaroo HP: 24 MP: 0		Thornmole HP: 25 MP: 0	
TongueRat HP: 20 MP: 0			

None Shall Pass



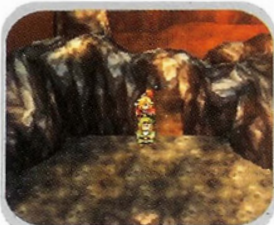
Visit Mt. Flame before the festival! Don't even think about it. Guards block the entrance until the Procession of Fire. Go back to the village and wait until the festival gets underway.

Fortuneteller Pamela



As a Fortuneteller who foresees one's destinies, Pamela can heal your party and record their adventures (that is, save the game). If you need her services, just return to her and ask.

The True Path



As you explore Mt. Flame, the villagers continue tossing their torches into the volcano, stoking its fires and increasing its strength. Find and defeat the troublemaker behind the impending eruption before the procession finishes. The game measures your progress (and the parade's) by the number of times you use the stairs. Whenever you climb up or down three stairways, another villager throws in a torch. You have a limited amount of time before catastrophe strikes. Because you can return to the cave after you clear this event, head straight to the source of the problem.

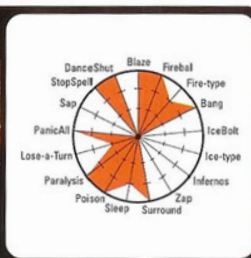
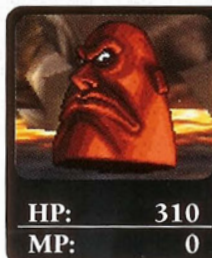
Find the Boss on the first floor at the source of the volcano's power. To get there, jump down the center of the volcano! Look for Stair D on the map to discover your point of entry.

A Healing Light



On 3F there is a circle of greenish light that heals your party. Use its power before you jump down to the next two floors. This is a great place to level up your characters.

The FireGiant



The FireGiant is the first Boss you face without a citizen's help. What makes this battle tough is that the FireGiant is resistant to fire-type spells and

skills—of course, those are all your party has in its arsenal. The FireGiant has four basic attacks: a normal physical attack, a crushing attack that affects the whole party, a fiery breath attack (which also affects the whole party), and a powered-up attack that takes two turns to set up. When he charges up, brace your party for the attack. Have Kiefer attack every round, Maribel cast Sap or heal party members with Herbs, and Hero do triple duty, casting Upper and Heal when necessary and attacking the rest of the time.

TIP



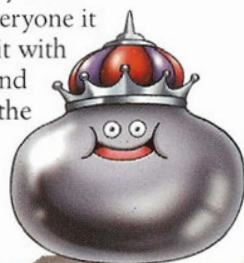
When you visit Mt. Flame in the present time, you'll find a Traveler's Gate that leads you back to the Fire Shrine inside the Ruins. Use this as a shortcut back to Estard Island once you've finished clearing the cave of its treasures!

Part 4: Dialac Region

Recommended Level: 9

The small island of Dialac has fallen prone to one of the worst curses known to mankind: the "Gray Rain."

This muddy-colored rainfall turns everyone it touches into a stone statue. You can cure it with a mysterious potion, but only if erosion and other ravages of time have not corrupted the statues. If corruption occurs, you cannot transform the statues back into humans, and you can't save the city. Or can you?



Part 5: ORPH REGION

AquaShards Needed to Activate the Dialac Traveler's Gate

Mt. Flame: From the FireGiant after defeating him

Engow: From Pamela after the celebration ends



TIP

No monsters plague the island of Dialac, providing a much-needed rest from the hazards of adventuring. However, you must work overtime to handle the challenges of the areas you discover after finishing your work in Dialac!

Step-by-Step Walkthrough

1. Enter Dialac Village and examine a few of the eerie statues populating the village.
2. Talk to Clayman by the well to learn about the misfortune that befell the village and obtain the AngelTear potion.
3. Spend the night at the Inn. When you wake in the middle of the night, examine all the statues in town to learn their personal stories. The last statue (the man blocking the door to the house in the northwest corner) crumbles, allowing you to enter the building and find a note on the bookcase.
4. Return to the Inn and sleep until morning. Then explore the grass by the tree near Joseph's markings. Uncover the hidden staircase to his Secret Base.
5. Explore the base, then take the rope to the top of the monument. Sprinkle the AngelTear potion into the air over the village.
6. Talk to the newly recovered Joseph, and introduce him to Clayman.
7. Retrieve the LandShard from Joseph's other Secret Base before returning to the present.
8. Sail south to Dialac Island in the present. Meet Sim and agree to help him find people to immigrate to his new town. Pick up the WindShard on the ground next to him.
9. Return to the Ruins, and use the WindShard to activate the Traveler's Gate to Orph.

Dialac Village

Facilities in Dialac Village:



Inn: Free

A Town of Statues



Dialac Village has fallen prey to a curse you will see over and over in your adventures. The "Gray Rain" turns anyone it touches into statues. Until you figure out how to help, you are on your own when it comes to saving your game and resting. In Dialac's Inn use the beds free of cost whenever you want. To save your game, use the Adventurer's Log on the altar in the Temple.

Joseph's Secret Base



If you listen carefully to the stories the statues tell, you learn about a secret area that the precocious child Joseph discovered. He marked its location with graffiti scribbled on a nearby wall so you can find it. The only question you should ask yourself is where the statue of Joseph is located?

Dialac in the Present



In the future you find that the Dialac Village no longer exists. In its place, you encounter an old adventurer named Sim, who dreams of founding a town around that ancient stone monument. As you travel through *Dragon Warrior VII*, look for people who seem discontented with their

current lives. If you like what they say and think they could offer something to Sim's new community, send them to this new Immigrant Town. (For more information about the Immigrant Town, see chapter 7.)

Part 5: Orph Region

A band of white wolves guards the sealed tomb of an evil spirit and protects the area of Orph. Unfortunately, their vigil was spoiled by the intervention of a demonic lord who managed to set this spirit free to terrorize the land. To unseal this land, seal the evil spirit in its tomb in Mt. Ceide. Unfortunately, you find the citizens of Orph are less than helpful...

WindShards Needed to Activate the Orph Traveler's Gate

East Tower: From the Golem after defeating it

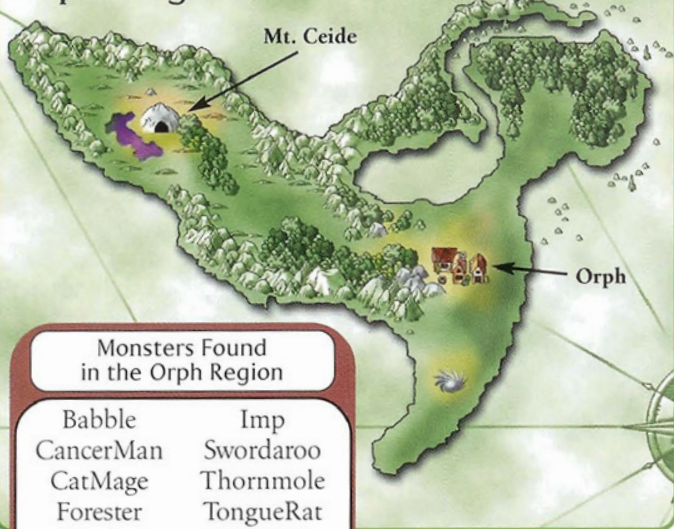
Rexwood (Present): On the table in a house west of the entrance (Ask the homeowners for it.)

Mt. Flame (Present): Treasure chest on B1

Immigrant Town: On the ground next to Sim



Orph Region



Monsters Found in the Orph Region

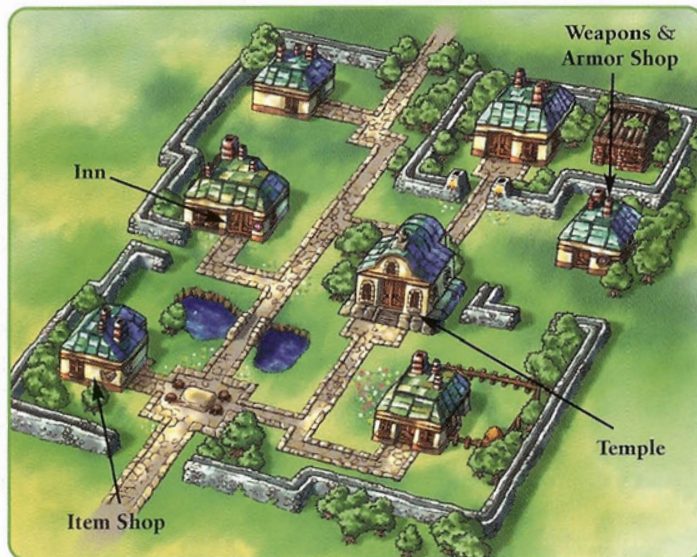
Babble	Imp
CancerMan	Swordaroo
CatMage	Thornmole
Forester	TongueRat
Healer	

Step-by-Step Walkthrough

1. Enter Orph Village and talk to the animal and human inhabitants. Explore the stable in the northeast corner of the village.
2. When it occurs to you that you know someone who claims he can speak to animals, head back to the present and visit the Woodsman who lives in the hut in the southwest corner of Estard Island.
3. Return to Orph with the Woodsman, and let him talk to the animals. Introduce him to all the humans to learn the story of the village's curse.
4. Take the Woodsman to the boy tied up in the stable.
5. Head to Mt. Ceide to defeat the Deathpal. Pick up the two AquaShards in treasure chests inside the cave.
6. After defeating Deathpal, return to Orph to see if everything is okay. Return to the stable where Gabo was held, and talk to the farmer inside. Gabo meets you outside the stable and joins you and the Woodsman on your journey to the present.
7. Gabo joins your party when you arrive in the Ruins.
8. Sail to present-day Orph Village. Talk to the Elder and get animal costumes so you can participate in their Animal Appreciation Festival. Win the Monster Book in the contest. Get the WindShard from the chest in the Weapon and Armor Shop.
9. Return to Mt. Ceide, and check out Deathpal's tomb. Get the AquaShard from the kinder, gentler Deathpal.
10. Return to the present, and use the AquaShards to activate the Traveler's Gate to Falrod.

Orph Village

It first appears that the people of Orph are just big animal lovers until you realize the humans are somewhat animal-like too. If you knew someone who could speak with animals, then you might figure out what happened to this village.



Facilities in Orph Village:



Inn: 8G Per Night

Weapon and Armor Shop (Past)

Item	Effect	Cost
Bone Knife	ATK +6	110G
Mallet	ATK +14	410G
Rosevine Whip	ATK +18	770G
Leather Kilt	DEF +12	310G
Scale Mail	DEF +15	450G
Kitten Shield	DEF +9	310G
Wooden Hat	DEF +6	120G

Item Shop (Past and Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G
Cloth	DEF +3	25G

Weapon and Armor Shop (Present)

Item	Effect	Cost
Stone Claw	ATK +12	340G
Knife	ATK +14	200G
Rosevine Whip	ATK +18	770G
Leather Kilt	DEF +12	310G
Kitten Shield	DEF +9	310G
Turban	DEF +12	410G
Fur Hood	DEF +11	500G

The Talented Woodsman



Don't you know someone who can talk to animals, HERO?



What? You say you found a town full of animals?

To the west of Fishbel, on Estard Island, lives a Woodsman who has the uncanny ability to communicate with animals.

After you figure out that the animals in Orph are not what they seem, look for this Woodsman. If you convince him to accompany you on this journey, you will soon figure out what happened in Orph.

Recruiting Gabo



In a stable in the northeast corner of Orph is a small boy chained to the wall. The Woodsman can free him, but he takes off before you find out his story! Look for him at Mt. Ceide, and coax him into joining your party.

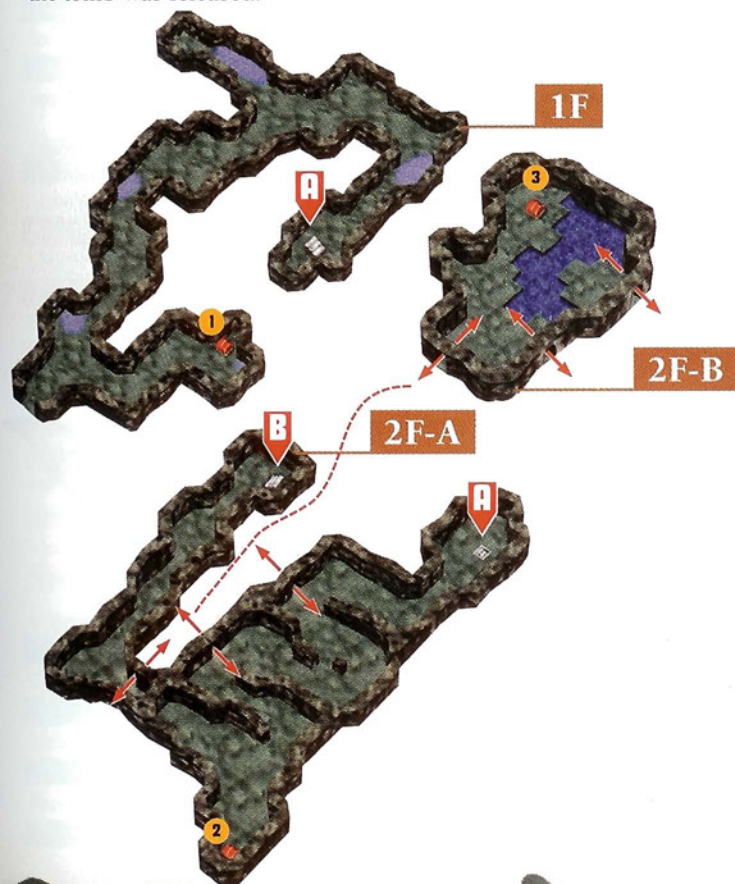
Orph in the Present



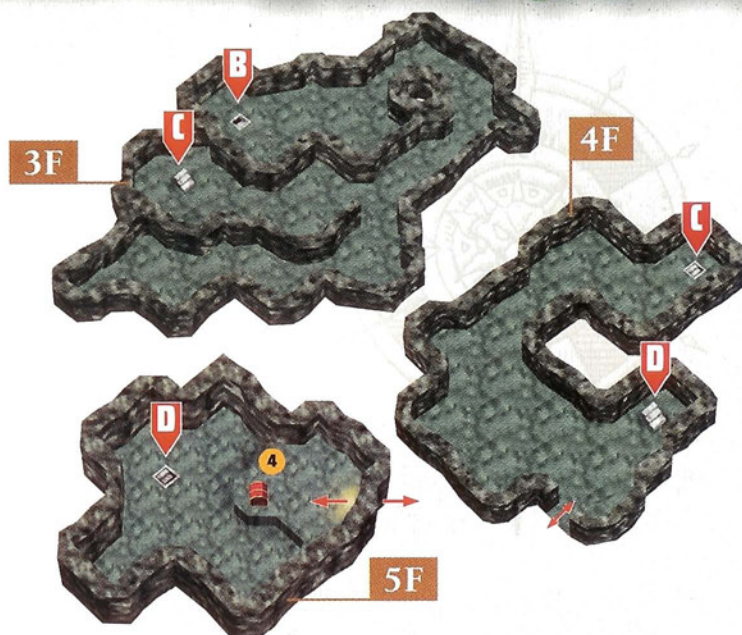
Orph Village looks the same in the present as in the past. Could it be that the Deathpal's curse is back? Look for the town's Elder to find the real reason for the town's animal fixation—then take part in the fun! You could win a Monster Book.

Mt. Ceide

West of Orph Village lies Mt. Ceide, the home of a very special sealed tomb. This tomb is the ward of an ancient family of white wolves, who were given the job of protecting it and keeping it from being opened. Unfortunately, evil powers overcame the white wolves' guard, and the spirit in the tomb was released.



Part 5: ORPH REGION



Treasure Data

	Past	Present
1.	120G	Stone Claw
2.	STRseed	120G
3.	AquaShard	TinyMedal
4.	AquaShard	Bunny Ears

Monster Data

Babble HP: 24 MP: 0		CancerMan HP: 27 MP: 0	
Crespent HP: 28 MP: 3		FairyRat HP: 33 MP: 0	
Florajay HP: 20 MP: 0		Goopi HP: 35 MP: 0	
Healer HP: 30 MP: 12		Imp HP: 30 MP: 4	
SkyHunter HP: 40 MP: 0		Swordaroo HP: 24 MP: 0	
TailApe HP: 46 MP: 0		Thornmole HP: 25 MP: 0	
VenomWorm HP: 35 MP: 0			

Finding the Boss



The crypt containing the sealed tomb is near the top of Mt. Ceide. However, you can only reach it from outside the cave. On 4F is an opening that leads to a path spiraling around the outside of the mountain. Take this path to find the doors to the Deathpal's crypt.

Deathpal



HP: 520
MP: 20



Deathpal casts an antimagic aura throughout the Boss room that prevents you from using magic. This means you need to stock up on Herbs and assign the

maximum amount to each party member. The Deathpal is a difficult monster to defeat because you are unlikely to have leveled up your characters much since completing the events in Engow. Deathpal can attack twice in one round, in addition to casting Windbeast and Radiant. Radiant can blind your party members, cutting their accuracy drastically. Expect Deathpal to use this spell in the first few rounds of battle. Have your characters attack as much as possible, stopping only to heal themselves. In fact, assign Maribel the task of healing the party until she runs out of Herbs.

Part 6: Falrod Region

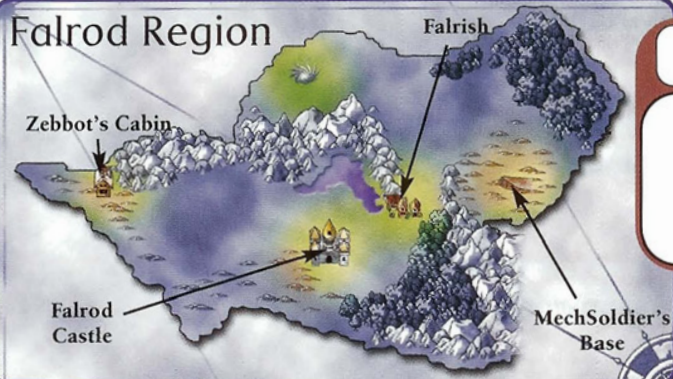
Recommended Level: 12

Be careful when you arrive in the region of Falrod! A dangerous band of MechSoldiers intent on taking over the town of Falrish and nearby Falrod Castle has overrun the whole area. It's obvious that some evil mastermind is behind the invasion, and once again, it's up to you to save the day!

AquaShards Needed to Activate the Falrod Traveler's Gate

Mt. Ceide: Treasure chest on 2F-B
Mt. Ceide: Treasure chest on 5F
Mt. Ceide (Present): From the reformed Deathpal

Falrod Region



Monsters Found in the Falrod Region

Babygoyle	Goopi
CancerMan	Healer
Clockmech	Meranza
Crespent	RedSlime
FairyRat	TailApe

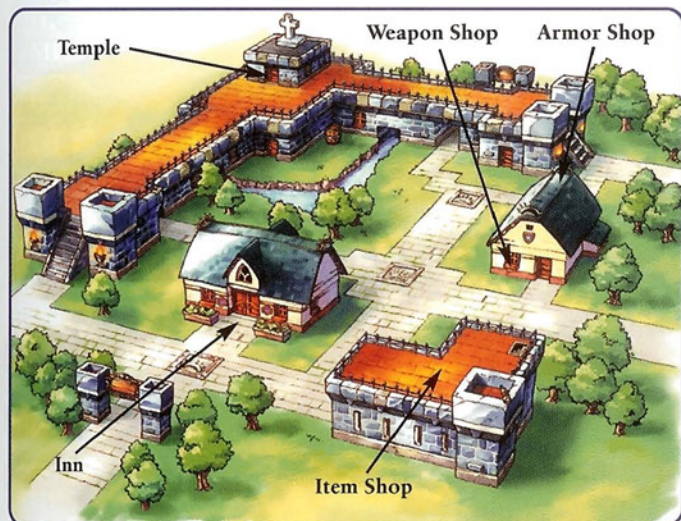


Step-by-Step Walkthrough

1. Head toward the town of Falrish, and catch the end of the strategy session inside the city's walls. Look for it beneath the Temple in the northwest corner of town. Explore the town and get the FireShard from a treasure chest.
2. Travel to Falrod Castle, and sign on as mercenaries. Defeat the Falroider to prove your worth.
3. Enter the castle and talk to the King and Captain Trad. Get your orders during the briefing in the guardhouse. Talk to all the assembled soldiers to discuss options and strategy for the battle.
4. Go to Zebbot's house to the west, and ask the inventor for help.
5. Return to Falrod Castle, and tell Captain Trad the results of your mission. Relieve the guard atop the left tower.
6. When the MechSoldiers besiege Falrish, take Captain Trad to Zebbot's house to plead the city's case.
7. Return to Falrod Castle, and help the soldiers defend it against the MechSoldiers' attack.
8. After a night's rest, talk to Captain Trad and Zebbot. When Hanes says the strategy session is ready, take Captain Trad to the guardhouse.
9. Following the captain's orders, prepare to infiltrate the enemies' base. When you are ready, get Captain Trad and Zebbot from the barracks. You must reassure all the waiting well-wishers (including Hanes in the guardhouse), before Trad agrees to start the trip.
10. Meet the captain inside the walls of Falrish, and then head to the MechSoldiers' hideout.
11. Search the base for the MechSoldiers' leader. Defeat the Machinoid and the EvilMech. Grab the FireShard from the treasure chest in the Boss room.
12. Return to Falrod Castle. Get the Bug Knife as a reward. Receive 1,200G for your services from Hanes.
13. Return to the present, and sail south to Falrod. Visit your old haunts in Falrish and Falrod Castle, where you find the streets and homes filled with cleaning robots.
14. Go to Falrod Castle, and talk to the King after his meeting with the scientists.
15. After the King and his entourage leave to see the newly discovered Eri, talk to Armand. He asks you to dissuade the King from entering the Forbidden Zone.
16. Rush to Zebbot's old cabin, and prevent the King from taking Eri. Get the FireShard from the chest in the shed.
17. Return to the castle, and head back to the King's throne room. After Armand is arrested, journey down to the dungeon to see if you can help him. Get the WindShard from the treasure chest.
18. Talk to Armand's granddaughter in the old watchtower in the southeast corner of Falrish to learn the secret location of the MechParts. Unearth them and take them back to Armand.
19. Accompany the disguised Armand to the scientists' lab, and help him fix Eri.
20. Return to Falrish and get a FireShard from Armand's granddaughter.
21. Head back to the Ruins, and use the FireShards to activate the Traveler's Gate to Verdham.

Falrish

Falrod is under attack by a band of rogue MechSoldiers, and the experts think the town of Falrish will fall next under their unceasing attacks. Inside the city you find the citizens bracing for the attack inside their homes and the fortress that takes up most of the city. Inside the fort you find Captain Trad planning the town's defense. Try to catch him to see if he needs your services.



Facilities in Falrish:

Inn: 10G Per Night



Weapon Shop (Past)

Item	Effect	Cost
Stone Claw	ATK +12	340G
Mallet	ATK +14	410G
Boomerang	ATK +15	650G
Rock Axe	ATK +19	810G
Iron Spear	ATK +23	1,000G

Armor Shop (Past)

Item	Effect	Cost
Scale Mail	DEF +15	450G
Leather Dress	DEF +17	680G
Shell Armor	DEF +18	880G
Kitten Shield	DEF +9	310G
Bronze Shield	DEF +11	470G
Silver Barrette	DEF +14	450G
Iron Helm	DEF +16	1,100G

Item Shop (Past and Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

Weapon Shop (Present)

Item	Effect	Cost
Copper Sword	ATK +11	220G
Stone Claw	ATK +12	340G
Mallet	ATK +14	410G
Boomerang	ATK +15	650G
Rock Axe	ATK +19	810G
Iron Spear	ATK +23	1,000G

Armor Shop (Present)

Item	Effect	Cost
Scale Mail	DEF +15	450G
Leather Dress	DEF +17	680G
Shell Armor	DEF +18	880G
Chain Mail	DEF +20	1,050G
Bronze Shield	DEF +11	470G
Iron Shield	DEF +13	920G
Iron Helm	DEF +16	1,100G

Inside the Fort



To get inside the fort where Captain Trad holds his strategy sessions, visit the small Temple on the walls. Inside you find a stairway leading into the main part of the fort. It's cleverly hidden!

Treasure in the Storerooms



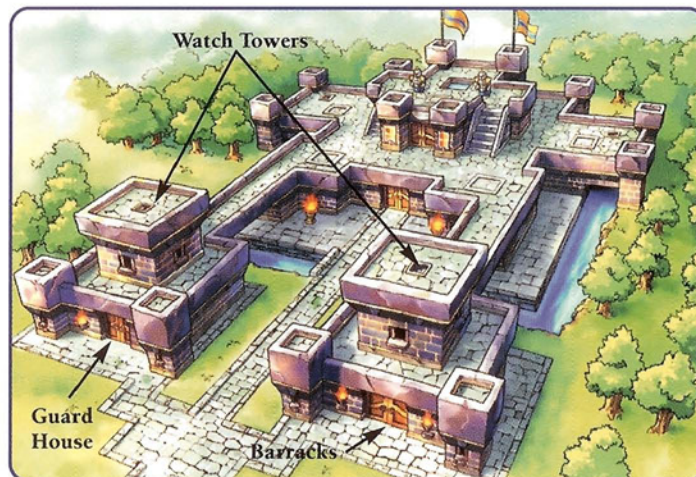
If you are looking for missing Shards, check the storeroom in the southwest corner of the Falrish Fort for an out-of-the-way treasure chest. In the past, you find a FireShard inside, while in the present, the chest holds a TinyMedal.

The Invasion of the Cleaning Robots



Present-time Falrish is a society obsessed with robot technology. In fact, you find little robot cleaners all over the place! The only things they're missing are human-like androids. Of course, the scientists at the castle are all trying to solve that problem. However, not all Falrod's citizens are pleased with the country's new technocrat leanings. Be sure to talk to an old man named Armand in the old watchtower.

Falrod Castle

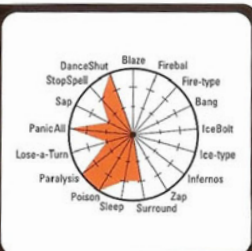


Next to Falrish lies the seat of Falrod's government: Falrod Castle. Here you find the bulk of Falrod's army trying to figure out how to defeat their mechanical foes. Rumor has it that the castle is looking for mercenaries to fill their ranks. If you are interested, talk to Hanes in the castle's guardhouse.

The Falroider



HP: 360
MP: 4



To become a mercenary with the Falrod forces, defeat the Falroider. This enemy is easy to defeat if you use Gabo's Bark every round. The Falroider is

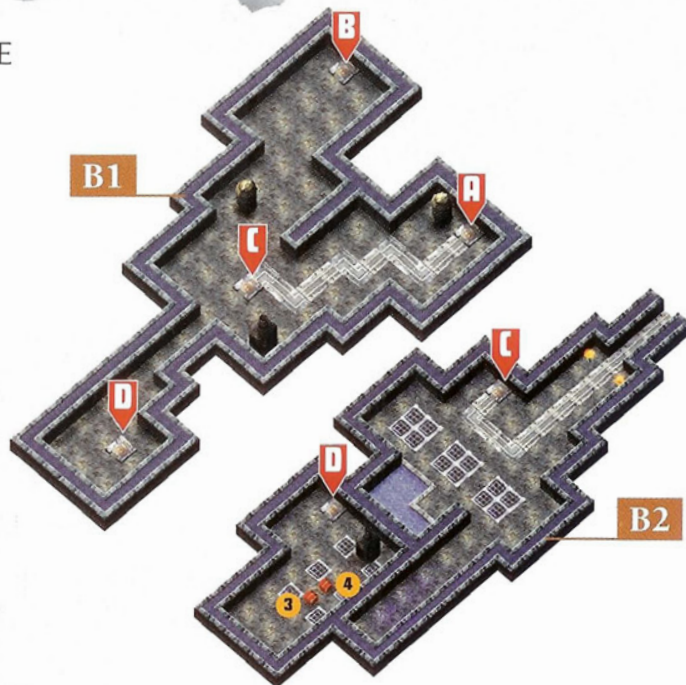
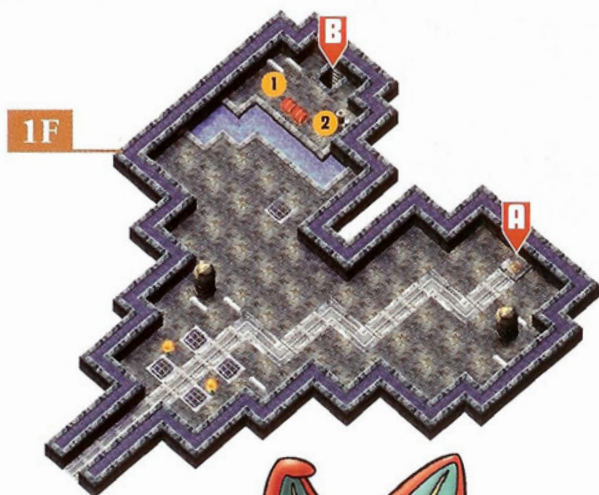
vulnerable to this skill, and it affects him every time you use it. When allowed to attack, this soldier has a heavy physical attack and can also cast Heal. If you keep him immobilized with Bark, you won't have to worry about the damage it can inflict.

The Castle Dungeon



Deep in Falrod Castle lies the dungeons. It's more like a subterranean safe room than a dungeon, but it serves the same purpose. Pull the switches on either side of the wall to enter this gated area. Rotate the screen to find them easily. If you check this room during the MechSoldiers' siege, you'll find the royal family in hiding. Peek in the treasure chest for a DEFseed. Come back in the present during the Armand events to find a WindShard in that same chest.

MechSoldiers' Base



Treasure Data

	Past	Present
1.	250G	STRseed
2.	Cannibox	Cannibox
3.	STRseed	TinyMedal
4.	Iron Shield	Empty

Monster Data

Babygoyle

HP: 45
MP: 7



Clockmech

HP: 60
MP: 0



FairyRat

HP: 33
MP: 0



Hork

HP: 65
MP: 0



TIP



Can't get this lift to work? Talk to the robot standing nearby. It activates the lift mechanism for you.

TIP

In the present time, the MechSoldier's Base is deserted except for a lone woman who tells fortunes. Unlike the Engow's present Pamela, this Fortune Teller is smart and helpful when you are in need of a hint regarding a Shard's location. Her fortunes also help put you on the correct path when you get lost!

The Last Treasure Chest



The best treasure awaits you in the Boss room. In the past, you find a valuable FireShard inside. In the present, the chest holds an Iron Claw, a great weapon for Gabo.

Machinoid



HP: 250
MP: 12



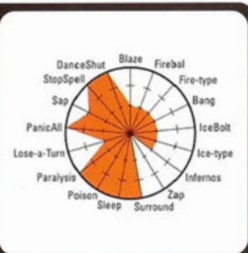
The Machinoid is the first of two Bosses you face in this den of robots, so you want to ration your MP and items between them. The Machinoid

has a strong, flailing attack, but it is not much more powerful than the Clockmechs you already faced. However, the Machinoid calls in those Clockmechs to help him. You can decide how to deal with that, but be sure to use Maribel's Surround and Gabo's Bark to even the battlefield.

EvilMech



HP: 380
MP: 8



The EvilMech is a difficult Boss to defeat. He has four good attacks: a normal sword attack, a super-powerful sword attack, a Radiant attack, and a fire-

breath attack. Of the four, the super-powerful sword attack is the killer. He can also cast MagicWall, making him invulnerable to magic attacks such as Sap, and so on. Take this battle slow and easy. Assign Kiefer and Hero to fighting. Kiefer is the only character who can make a dent in this monster, especially when you use PsycheUp to charge up his attacks. Hero should split his time between fighting and casting Heal and Upper. Have Maribel heal everyone's wounds and Gabo Bark every round. Bark works every once and a while and provides enough of a respite to make it worthwhile. If most of your characters are at Lv 12, you should survive this battle!

Part 7: Verdham Region

The curse of the Gray Rain returns in this segment. This time it fell on the lovely town of Verdham, which is renowned for its Herb Garden. You find that most people were able to get inside before they turned into stone. However, two citizens were not so lucky, and one seems to have gotten an extra dose of the Gray Rain's power. How on Estdard can you cure that?

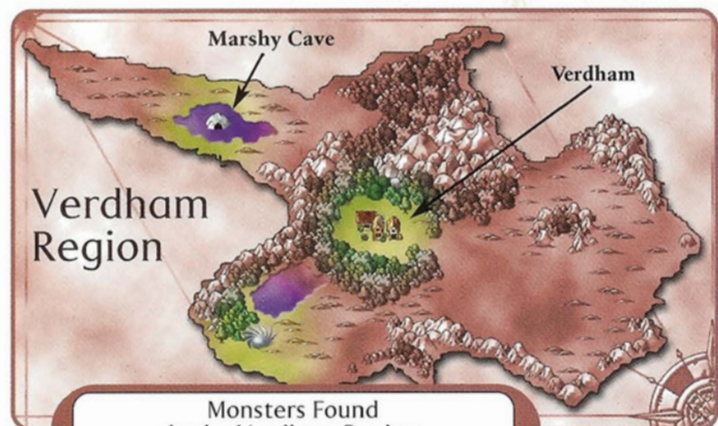
FireShards Needed to Activate the Verdham Traveler's Gate

Falrish (Past): Treasure chest in the storeroom in the southwest corner of town

MechSoldiers' Base: Treasure chest in Boss room

Zebbot's Cabin (Present): Treasure chest in the shed behind the cabin

Falrish: From Armand's granddaughter after helping Armand and Eri



Monsters Found
in the Verdham Region

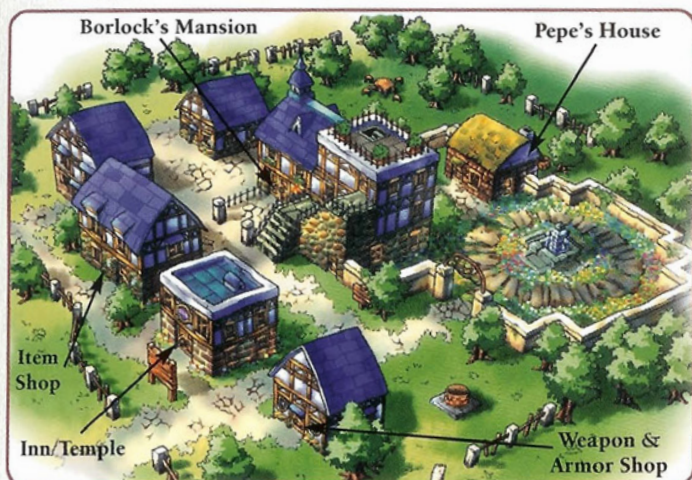
Babygoyle	Healer
Crescent	Hork
FairyRat	Meranza
Goopi	Venomworm

Step-by-Step Walkthrough

1. Enter the town of Verdham, where all the inhabitants were turned into stone statues. Defeat the Rainmaker at the top of the manor house in the center of town.
2. Sprinkle the AngelTear potion from the top of the manor house to lift the Gray Rain curse.
3. Head to the Herb Garden by the manor house. Help the citizens carry Pepe into his family's home.
4. Go to the manor house, and talk to Iwan's father, Borlock, who asks you to help Linda. Before going to her home over the Item Shop, head upstairs to see Iwan, who is arguing with the maid, Kaya. Follow him to Linda's home and speak with her.
5. Return to Pepe's house after Linda leaves. The Gardener tells you about a secret potion produced over the mountains to the east. Talk to the citizens and learn the potion is made in "nearby" Engow.
6. Take the Traveler's Gate to Engow Village in the past, and get the Mila Drug from Pamela.
7. Return to Verdham and feed the Mila Drug to Pepe.
8. At the party, look for Pepe after you talk to Borlock. When it starts to rain, look for Pepe and Linda hiding in the woods by Pepe's house. Say goodbye to Pepe at the town's entrance.
9. Before leaving the town, talk to the citizens to learn about a cave in the northwest where Shards are found. Collect two WindShards and defeat the Boss.
10. Return to the present, and set sail for Verdham. Grab the WindShard from the ruins that used to be the town.
11. Head east to Mentare to learn what happened to Pepe. Get the LandShard from a chest in the current owner's house.
12. Use the WindShards to activate the Traveler's Gate to the Deja region.

Verdham Town

Verdham Town is well known for the Herb Garden in the center of town. A young man named Pepe, who is caught up in a strange romantic snarl, tends this garden. Pepe is the beloved of a woman named Linda, who is loved by a man named Iwan, and Iwan has struck the fancy of his family's maid, Kaya. To make matters more complicated, Linda's family (now deceased) owes Iwan's father money, but he's happy to cancel the debt if Linda marries him. Confused? You won't be when you play the intermediary between the lot of them!



Facilities in Verdham Town:



Inn: 10G Per Night

Weapon and Armor Shop (Past)

Item	Effect	Cost
Boomerang	ATK +15	650G
Iron Spear	ATK +23	1,000G
Leather Whip	ATK +25	1,300G
Blade Boomerang	ATK +26	2,300G
Bronze Armor	DEF +23	1,350G
Iron Shield	DEF +13	920G
Iron Helm	DEF +16	1,100G

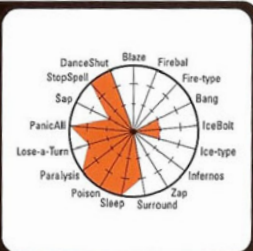
Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

The Rainmaker



HP: 450
MP: 10



This battle comes as a surprise, and it is easy to get caught off guard, especially if you've been roaming Verdham in search of battles. The Rainmaker attacks

twice per round, and he has a wide repertoire with a basic physical attack, an ice-breath attack, and can cast HealMore. He is vulnerable to fire, so use Maribel's Blaze spell and Kiefer's PsycheUp + FireSlash combo.

The Secret Potion



Pamela: My, my, my! He was petrified by the rain?

To heal Pepe from his overdose of Gray Rain, you need a special secret potion that is produced in Engow. Unfortunately, Verdham is sealed off from the rest of the world, so use the Traveler's Gate in the Ruins to travel there. When you arrive in Engow, you find that time has passed since your

last visit. Fortunately, Pamela is still around, and she has just what you need!

The Merchant of Shards



Right after the merchant learned about the cave from Borlock, he left town.

When you complete your tasks in Verdham, you learn of a merchant who came to the city in search of Tablet Shards. Borlock sent him to a cave in a marshy swamp to the northwest of the town, past the mountains. It is rumored that this cave is full of treasures;

unfortunately, the people who go there are rarely heard from again, so approach this cave with extreme caution!

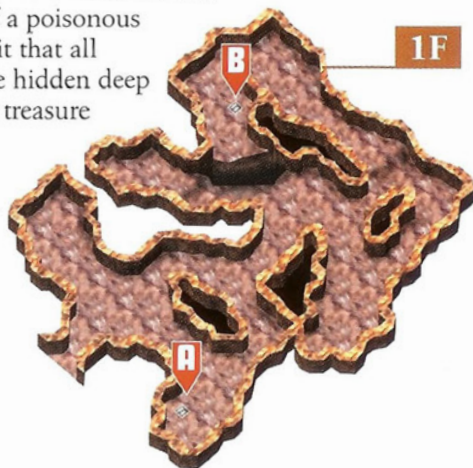
The Ruins of Verdham



When you return to Verdham in the present, it's crumbled under the weight of time. All that is left is the fountain from the Herb Garden and a WindShard. However, east of the Verdham ruins is a thriving village called Mentare. Mentare was founded by Pepe, and as a result, it is highly renowned for its herbs. Atop a mountain north of the village is the Geionne Monastery. Follow the trail through the mountains (on which you find lots of treasure and other interesting finds) to the top, and speak with the sisters. They live an austere life with few frills, but you may get some interesting information if you check out the tombstones in the area.

Marshy Cave

To the northwest of Verdham is a small cave in the center of a poisonous swamp. Rumor has it that all sorts of treasures are hidden deep inside this cave, but treasure hunters have a bad habit of disappearing inside.



Part 7: VERDHAM REGION

Monster Data

Babygoyle

HP: 45
MP: 7



DarkDwarf

HP: 42
MP: 5



DrakSlime

HP: 45
MP: 0



Fuga

HP: 41
MP: 0



Hork

HP: 65
MP: 0



MudDoll

HP: 50
MP: 0



Watch Out for Traps!



The first floor of the Marshy Cave has many hidden pit traps. Step on one and you fall down to B1. To avoid them, take the hallway to the right.

The Cavemon and His Henchmen

Cavemon



HP: 450
MP: 24



JewelBag



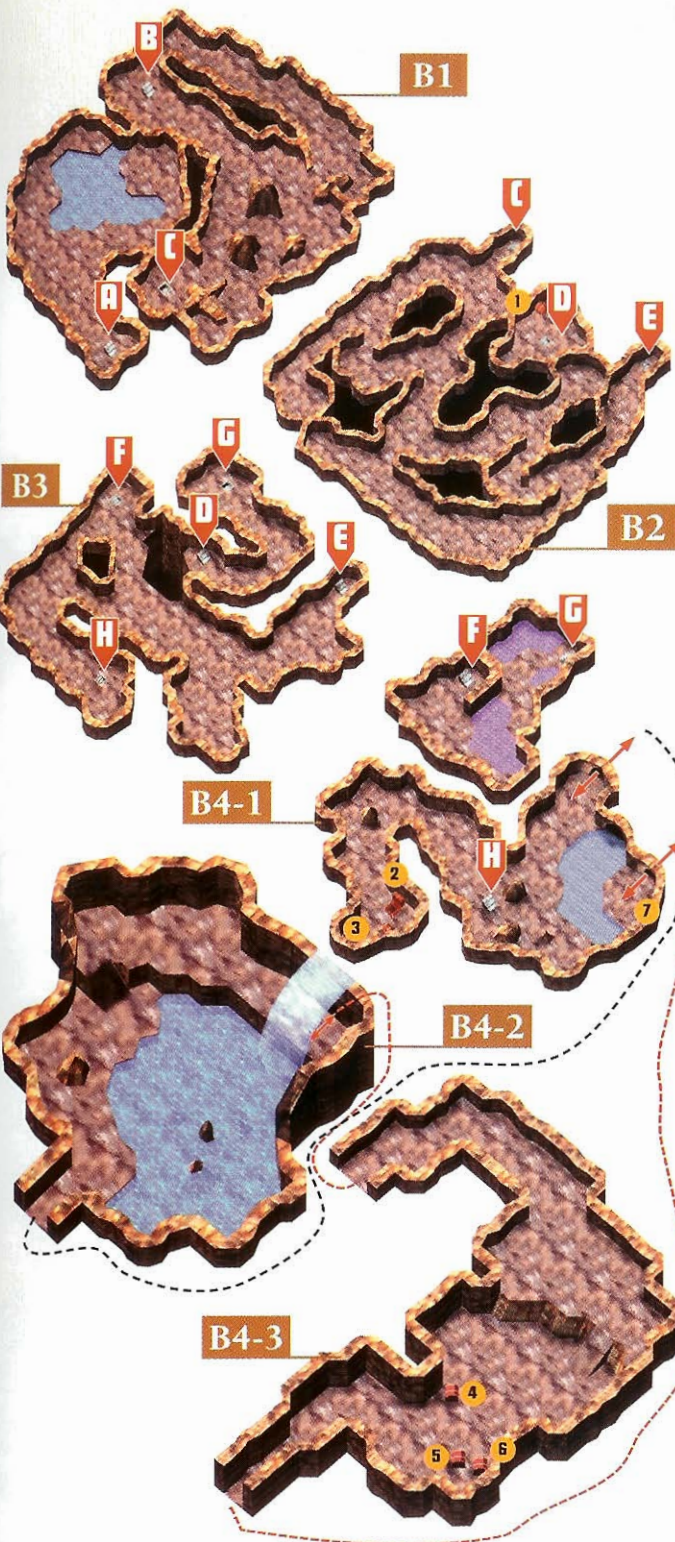
HP: 110
MP: 5



When you get to B4, stop and make sure your party is healed and ready to battle. It is easy to run into the Cavemon and his henchmen unprepared, but this battle is not that difficult to win if you keep your party in good health. Place Maribel on healing duty, and have Gabo cast Bark on Cavemon whenever possible. If Hero or Gabo has a

Boomerang, have him attack each round so you can take out the JewelBags while still attacking the Cavemon. Kiefer should concentrate on attacking the Cavemon.

In this battle Cavemon is the biggest threat, with the ability to cast both Firebal and Firebane. In addition to a normal attack, this monster can also blind your party with Radiant. The JewelBags help Cavemon by casting Defense (which lowers your party's defense) and the MP-reducing OddDance.



Treasure Data

	Past
1.	WindShard
2.	Empty
3.	Cannibox
4.	50G
5.	Cannibox
6.	TinyMedal
7.	WindShard

The Old Man Who Knows It All



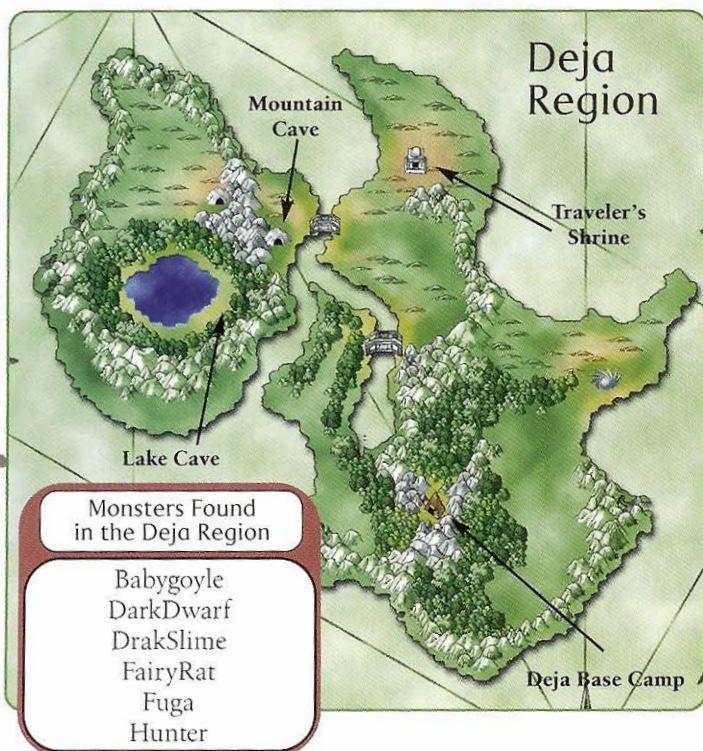
In the present, the Marshy Cave has been replaced by an obscenely expensive Inn. Don't spend the night at 60G per person, but visit the Pub in the basement. There you find an Old Man with a remarkable story about a battle between the Demon Lord and God.

Part 8: Deja Region

In the mountain pass of this region is the camp of the Dejas. These friendly folk traveled far to resurrect the Terra Spirit. To do so, they must find two sacred relics and the entrance to their Temple. Naturally, they need your help to succeed.

WindShards Needed to Activate the Deja Traveler's Gate

- Orph (Present):** Treasure chest in the Weapon and Armor Shop
- Falrod Castle (Present):** Treasure chest in the dungeon
- Marshy Cave:** Treasure chest on B2
- Marshy Cave:** On the ground on B4-1
- Verdham (Present):** On the ground in the ruins of Verdham Town



Step-by-Step Walkthrough

1. Talk to the guard, Datz, in front of the Chief's tent, as well as other inhabitants of the Deja camp. Keep checking with Datz to see if the ceremony has ended. Get the AquaShard.
2. During the party talk to Layla in her tent. At Kiefer's suggestion, fetch her a bottle of Viva Grape.
3. Wake up when a monster invades the camp. Take Datz's place in the

adventuring party.

4. Follow the Dejas to the Mountain Cave west of their camp. Spend the night in the temporary camp.
5. Follow the Dejas to their Temple. In the morning accompany Jann into the Lake Cave in search of the switch to drain the lake covering the Temple. Read the hints on the stone monuments to guide you. Pick up the LandShard on your way out of the Lake Cave.
6. Read the plaque by the Temple stairs to open the relic's chamber. Enter the Temple to retrieve the Sacred Gown and the TerraTula.
7. After the ceremony go with Datz to retrieve the TerraBell and refill the lake.
8. Return to the Deja base camp, where Kiefer decides to stay with the Dejas permanently.
9. In the present go to Estard Castle and tell King Burns Kiefer's decision. Get the AquaShard.
10. Sail to the Deja region in the present, and visit the archaeological dig by the shore. Get the AquaShard from the well.
11. Return to the Ruins, and use the AquaShards to activate the Traveler's Gate to Dharma.

Deja Base Camp

The Dejas are a peace-loving tribe who have been endowed with the guardianship of the Terra Spirit. At a prescribed point, they must go to the Terra Spirit's Temple and use the two sacred relics (a Sacred Gown and a holy instrument called the TerraTula) to awaken their god. The Dejas are very musical, and when you arrive, they are making a woman named Layla their new head dancer.



Facilities in Deja Base Camp:

Looking for a Priest?

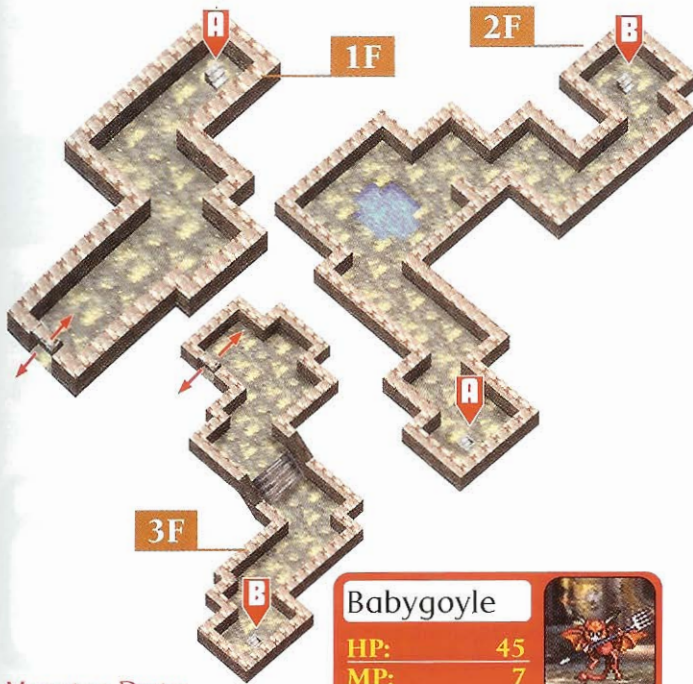


The Chief of the Dejas is also a skilled Priest, capable of saving your game and providing other services. Seek him out in his tent if you need a Priest.



Mountain Cave

The Mountain Cave is simply a passage through the mountains. Your trip through it is quick and painless, and at the end you can rest up at the Deja camp.



Monster Data

Goopi

HP: 35
MP: 0



Hork

HP: 65
MP: 0



MudDoll

HP: 50
MP: 0



ZombieEye

HP: 45
MP: 0



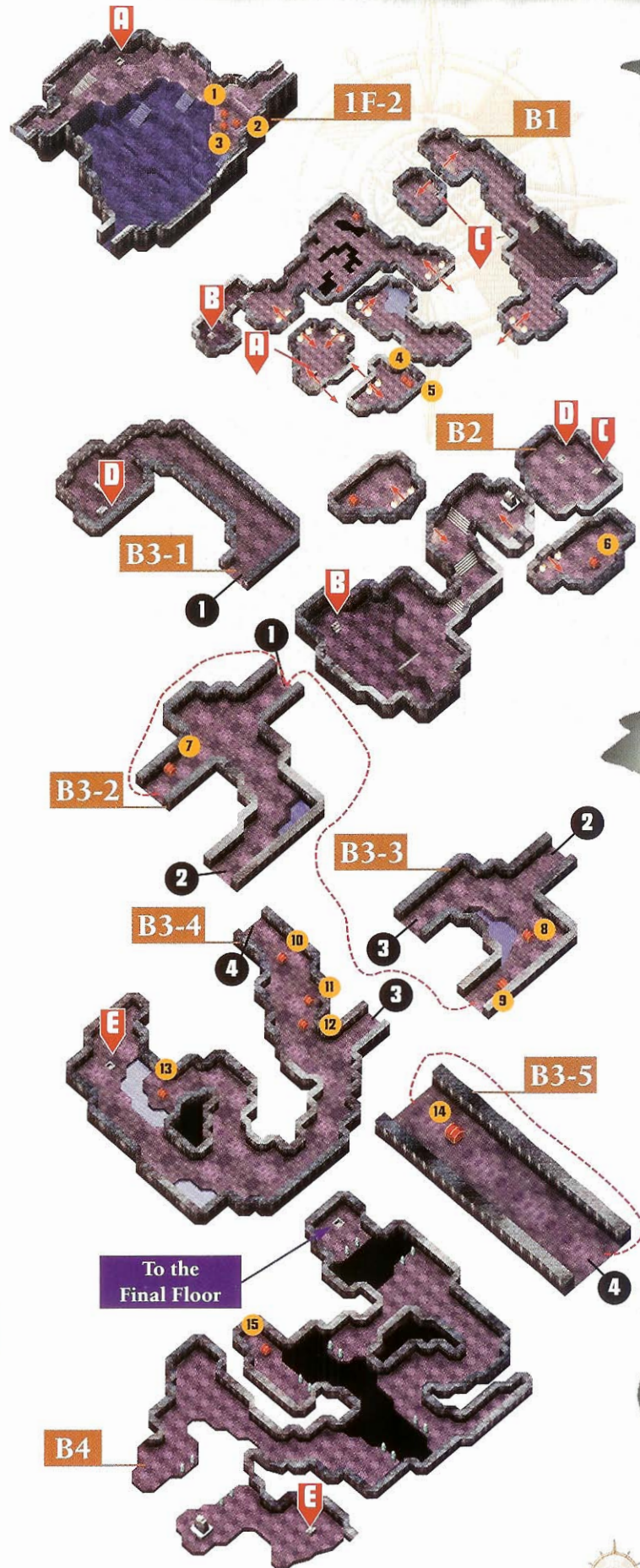
The Nearby Temple



If you forgot to save your game with the Chief in the Deja base camp or if you need a Priest's services, look for a small shrine near the entrance to the Mountain Cave.

Lake Cave

When you arrive at the Terra Spirit's Temple, you find it is submerged in a lake! To gain access, find a way to drain the lake. Jann insists on traveling with you because his TerraBell is integral to the solution.



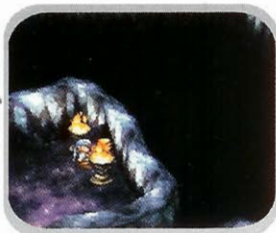
Treasure Data

	Past
1.	15G
2.	DEFseed
3.	TinyMedal
4.	TinyMedal
5.	Bug Knife
6.	Fur Mantle
7.	5G
8.	15G
9.	20G
10.	INTseed
11.	3G
12.	Herb
13.	MysticNut
14.	Potion
15.	Wizard Ring

Monster Data

Crespent HP: 28 MP: 3		DarkDwarf HP: 42 MP: 5	
Hork HP: 65 MP: 0		Hunter HP: 48 MP: 0	
MagJaguar HP: 43 MP: 15		MudDoll HP: 50 MP: 0	
RedSlime HP: 24 MP: 0		Smoocher HP: 52 MP: 0	

Finding Your Way in the Dark



Darkness conceals many passages between the rooms in this dungeon. Feel your way through the dungeon. Because many of the passages twist and turn, turn the screen to help you line your party up with the exit.

Read the Monoliths



As you travel through the Lake Cave, you run across stone monoliths with engraved hints in the Dejan's ancient language, which help you journey through the maze-like tunnels. For example, "Asceticism may lead you to the path of God" indicates that the correct path is the one without treasure chests, and so on. You can still open the chests and claim the meager goodies, but don't take that fork in the path!

Let the Healer Help



The Healer on B3-4 is a good monster and an ancient friend of the Dejans. Talk to him to learn how to use the TerraBell to drain the lake.

Part 9: Dharma Region

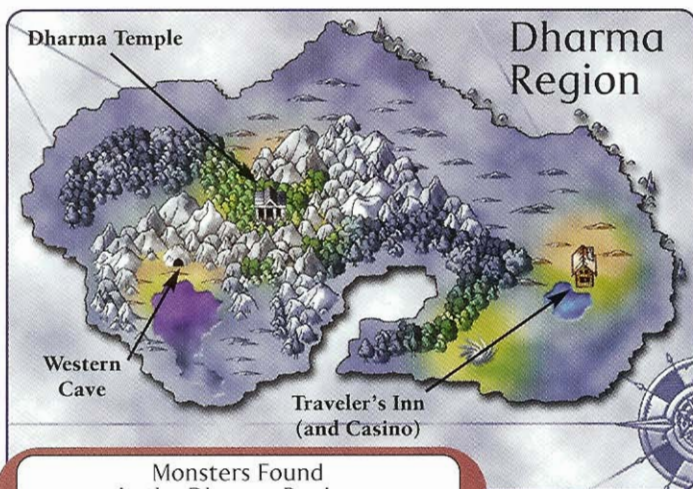
Once you solve the problems in the Dharma region, you find that your characters' lives are never the same. People go to Dharma Temple to change Job Classes and learn new skills. However, on your first trip, you learn that business is waning, and worse, travelers no longer return after visiting the Fane. What has the Demon Lord done?

AquaShards Needed to Activate the Dharma Traveler's Gate

Deja Base Camp: Chest inside the tent opposite the Chief's tent

Estdad Castle: Given to you by the King when you return with news of Kiefer

Archeological Dig: Inside a dresser in the well



Monsters Found in the Dharma Region

DrakSlime	PodHero
FairyRat	PodMage
MagJaguar	PodPriest
PodFighter	SlimeNite

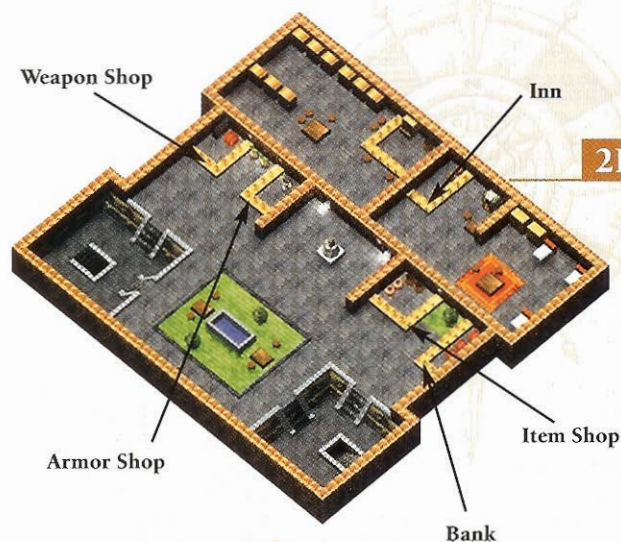
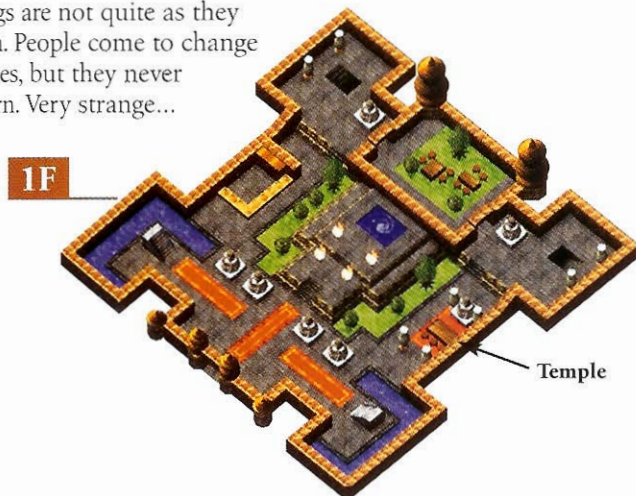
Step-by-Step Walkthrough

- Stop by the house northeast of the Traveler's Gate to rest and catch up on the local gossip. Play games at the Casino in the bottom of the well if you choose to spend your money that way.
- Head to Dharma Temple in the center of the island. Talk to the High Priest to change your characters' Character Classes, and bathe in the spring when asked.
- Explore the Penal Town. Witness a scene between Flower and Kasim at the entrance to the underground Pub. Fight Suifu when he arrives to

- frighten away the SoulSword recruiters (you cannot win this battle).
- Awake in Neris's house. When Kasim leaves, follow him to listen to a conversation with Flower about rescuing the real High Priest. Agree to help Flower get through the cave to the west of town. Get the WondeRock.
 - Travel through Western Cave with Flower. Take on Inopp and Gonz at the end of the cave (you cannot win this battle).
 - Wake up at Neris's house again. Eavesdrop on a conversation between Neris and her brother, Zaji, upstairs. Chase Neris and Zaji, and try to help them patch up their differences.
 - When a scream shatters the night's silence, track down the source.
 - Help Neris and Kasim track down Zaji's body. Meet them at the exit to the Western Cave.
 - Agree to help Kasim attempt again to rescue High Priest Fosse.
 - Solve the brick puzzle to crush the electrical generators powering the High Priest's cell. Defeat Inopp and Gonz, and escort the High Priest back to the village.
 - At the Head Priest's house, get the Dharma Key and head back into the Prison Cave. Take the east route.
 - Meet Kasim and his party by the locked door to the passage to Dharma Temple. Defeat the Maneater.
 - Travel through the passage to Dharma Temple. Recover your party's spells and skills from the ball of energy above the dais on B3-A.
 - In the Arena meet Kasim and his party. Join Zaji and sign up to fight in the Arena.
 - Defeat the five challengers, then take on Neris and her party to win the title of Champion and your freedom.
 - While Kasim and the others take care of things in the Arena, head up the stairs into Dharma Temple to meet Fosse.
 - Defeat the fake High Priest Antoria.
 - Catch up with Kasim, Zaji, and Neris. Get a LandShard from the chest in the basement of the Temple and one from the Gold Bank in the Penal Town. Change classes if you like, then head to the Traveler's Gate to return to the present.
 - Sail to Dharma Island, and go to Dharma Temple. Learn about the bandits in the nearby mountains. Get the LandShard from the chest in the Temple's basement.
 - Defeat the four bandits in the field to the south.
 - Follow the thieves to their hideout and learn their password. Infiltrate the hideout and take on the head bandit to win the LandShard.
 - Go to Mezar, a village on an island to the east of Dharma (it appears at the same time). Get the LandShard from the Well.
 - Return to the Ruins and use the LandShard to activate the Traveler's Gate to the Dune Region.

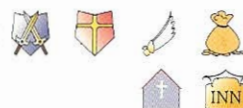
Dharma Temple

Dharma Temple ranks up there in importance with the Tablet room in the Ruins. You can change your characters' Job Classes and learn new skills and spells. The more Job Classes your characters master, the stronger and more talented they become. However, when you first arrive at Dharma Temple, things are not quite as they seem. People come to change classes, but they never return. Very strange...



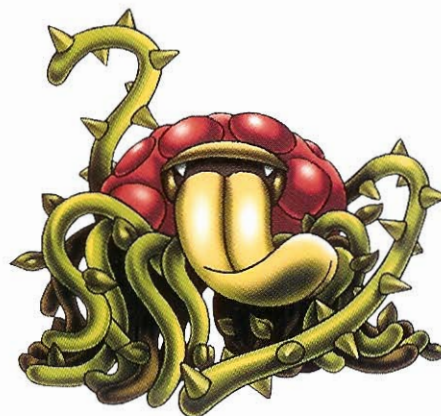
Facilities in Dharma Temple:

Inn: 2G Per Night



Weapon Shop (Past)

Item	Effect	Cost
Mallet	ATK +14	410G
Iron Spear	ATK +23	1,000G
Blade Boomerang	ATK +26	2,300G
Wizard Staff	ATK +15	1,500G
Sickle	ATK +27	1,700G



Armor Shop (Past)

Item	Effect	Cost
Chain Mail	DEF +20	1,050G
Bronze Armor	DEF +23	1,350G
Iron Breastplate	DEF +26	2,000G
Iron Shield	DEF +13	920G
Iron Helm	DEF +16	1,100G

Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
SpiderWeb	Freezes enemy	35G
BugPowder	Confuses enemy	310G

Weapon Shop (Present)

Item	Effect	Cost
Blade Boomerang	ATK +26	2,300G
Steel Sword	ATK +33	2,800G
Chain Whip	ATK +33	2,500G
Steel Claw	ATK +35	4,200G
Iron Axe	ATK +38	4,000G
Sleep Staff	ATK +32	4,200G
Mist Staff	ATK +40	6,800G

Armor Shop (Present)

Item	Effect	Cost
Iron Armor	DEF +30	3,300G
Steel Armor	DEF +34	5,000G
Evade Suit	DEF +28	3,000G
Magic Robe	DEF +30	4,000G
White Shield	DEF +16	2,000G

Item Shop (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

Learn About New Job Classes



If you are undecided about which classes your characters should become, talk to the person at the counter to learn about the various Job Classes.

Keep Track of Your Training



Talk to the mage in the Dharma Temple to learn how many battles you must fight before your characters advance in their current Job Class. Visit this mage often, especially when you want to learn a specific spell or skill for an upcoming battle.

Treasure in the Basement

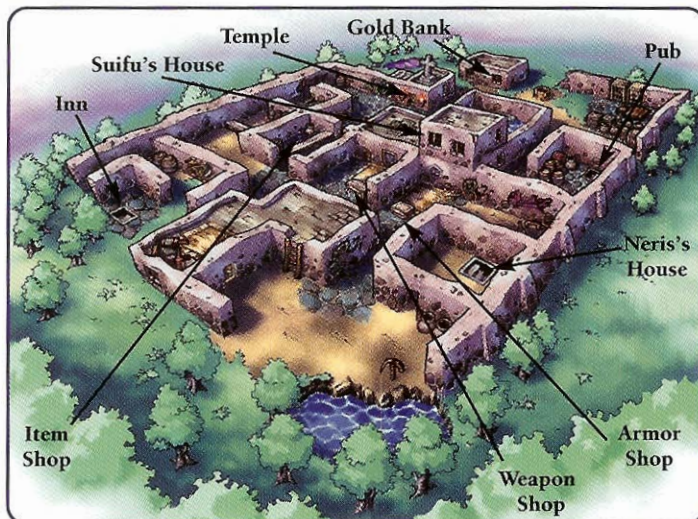


In the basement of the Dharma Temple is some great treasure. In the past, grab the LandShard from the treasure chests surrounded by electrical traps (you need the Dharma Key to enter these rooms). In the present, don't overlook the LandShard in the chest in the

storeroom by the right staircase. These LandShards come in handy when you are ready to move on to the Dune region.

Penal Town

The fake High Priest controlling the Dharma Temple sends all the visitors he strips of power to this penal colony. Here they remain until they find a way to escape. Because the escape routes are well guarded, the majority of the inhabitants have been here for awhile, and morale is very low.



Facilities in Penal Town:

Inn: 12G Per Night



Armor Shop

Item	Effect	Cost
Fur Mantle	DEF +18	900G
Dancer's Outfit	DEF +20	1,500G
Iron Breastplate	DEF +26	2,000G
Evade Suit	DEF +28	3,000G
Iron Shield	DEF +13	920G
Tray	DEF +15	1,000G
Bunny Ears	DEF +15	750G

Weapon Shop

Item	Effect	Cost
Iron Claw	ATK +21	920G
Sickle	ATK +27	1,700G
Hammer	ATK +31	2,100G
Steel Sword	ATK +33	2,800G
Sleep Staff	ATK +32	4,200G

Part 9: DHARMA REGION

Item Shop

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G
Thief Key	Picks locks	470G

Thief Key



Buy the Thief Key in the Penal Town. This key allows you to open most locked chests. Use it on the treasure chests in the Gold Bank.

Squelching the Bully



This is a battle in which you may or may not want to involve yourself. Near the Pub, a bully hassles a Priest. If you want to take him on, this EvilArmor is happy to comply, but you can also walk away. Remember, you don't have any magical spells or power so if you decide to teach this

bully a lesson, appropriately equip your party.

The Future of the Penal Town

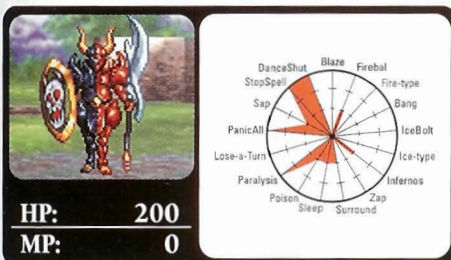


When you return to Dharma in the present, the whole Mt. Hut/ Penal Town area is long gone. In its place is an open field, a perfect location for an ambush. The battle with the bandits can be difficult if your party is not strong enough. They all need to be at Lv 17 or higher to deal

effectively with these monsters. If your party is weak and unlucky, there is a good chance that the bandits will wipe you out in the first two or three rounds!

The Four Bandits

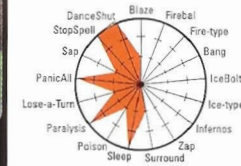
The problem with this battle is the individual bandit's combined attacks. Each bandit has its own style of attacking that, when combined, can spell T-R-O-U-B-L-E for your adventurers.



Brigand: Uses strong physical attacks, often charging them up first



HP: 140
MP: 30



ShrubMage: Uses strong physical attacks and can also cast Sleep



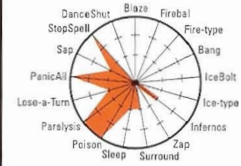
HP: 180
MP: 0



Bandit: Sprinkles BugPowder on your party or throws rocks



HP: 230
MP: 45

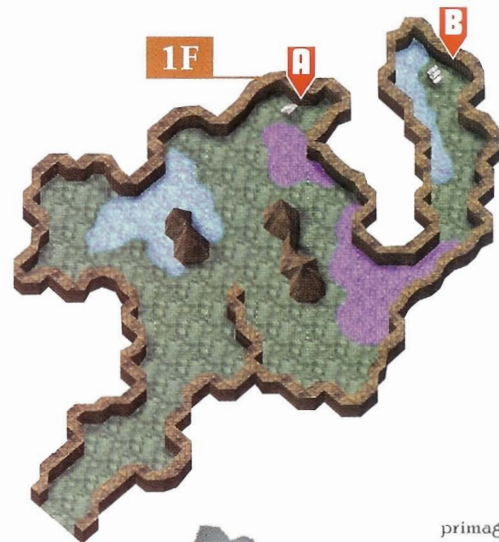


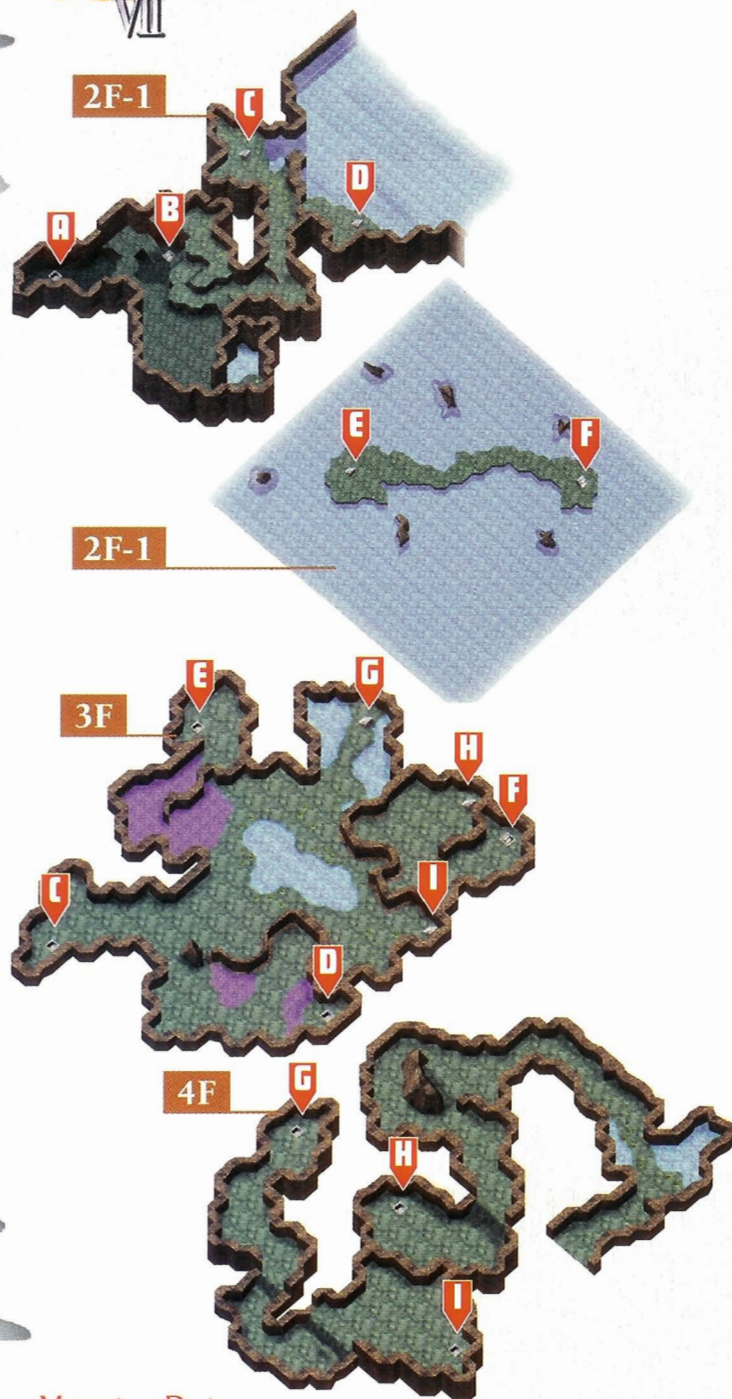
Epong: Uses a variety of Dance-type skills such as JockDance and RobDance

The worst case scenario is for the bandits to put your party to sleep and/or confuse them in the first rounds of battle. If that happens and you can't counter, you will quickly lose the battle. If the fates are with you, that won't happen and you can spend the first rounds setting up your own attack. As always, have Hero and Gabo attack while Maribel heals. If you need every character to heal themselves for a round, do so.

Western Cave

To the west of the Penal Town, on the edge of a swamp, lies the entrance to the Western Cave, which takes you through the mountains to the village of Mt. Hut. However, two invincible monsters called Inopp and Gonz fiercely guard it. When you encounter them at the exit, be prepared to take a real beating.





PodHero HP: 45 MP: 13		PodMage HP: 32 MP: 19	
PodPriest HP: 37 MP: 19		SlimeNite HP: 70 MP: 10	
Smoocher HP: 52 MP: 0		ZombieEye HP: 45 MP: 0	

A Battle You Cannot Win



When you first encounter Inopp and Gonz, be prepared to lose. At this stage, they are invincible, and no matter how hard you try, you can't defeat them with your meager weapon attacks. Instead, save your supplies and let them beat you up. You aren't penalized for this loss.

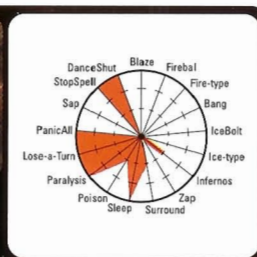
Western Cave in the Present

In the present, the Western Cave has been turned into a small hideout for a group of bandits preying on the Temple's visitors. When you learn their password and gain entrance to the hideout, search out the Boss in the back. Defeating him gives you an item you need to continue.

BanditWig



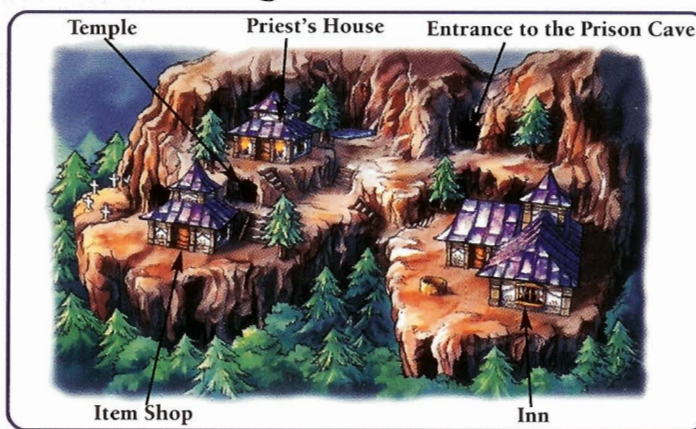
HP: 500
MP: 19



Compared to the battle with the four bandits, this one isn't bad. Don't get too cocky, however. If the BanditWig casts Boom twice in one round,

your party will be in dire need of healing!

Mt. Hut Village



Monster Data

Armorpion HP: 49 MP: 0		MagJaguar HP: 43 MP: 15	
Mantipion HP: 49 MP: 0		MudDoll HP: 50 MP: 0	
PigDemon HP: 66 MP: 7		Podfightr HP: 50 MP: 0	

High in the mountains is a village names Mt. Hut. Here you find those stricken by the SoulSword and the remainder of the Temple's staff. You also find the entrance to the Prison Cave, where the real High Priest Fosse is imprisoned in a cage of light.

Facilities in Mt. Hut Village:



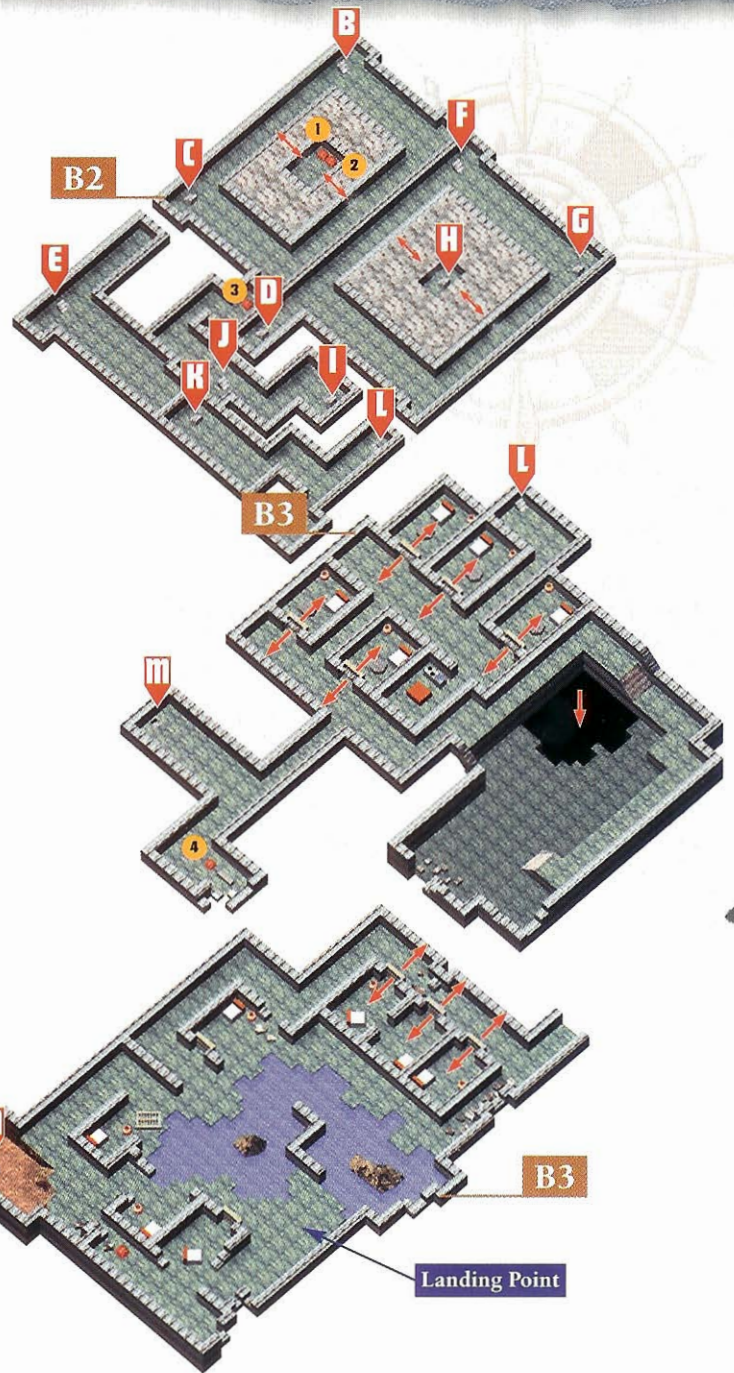
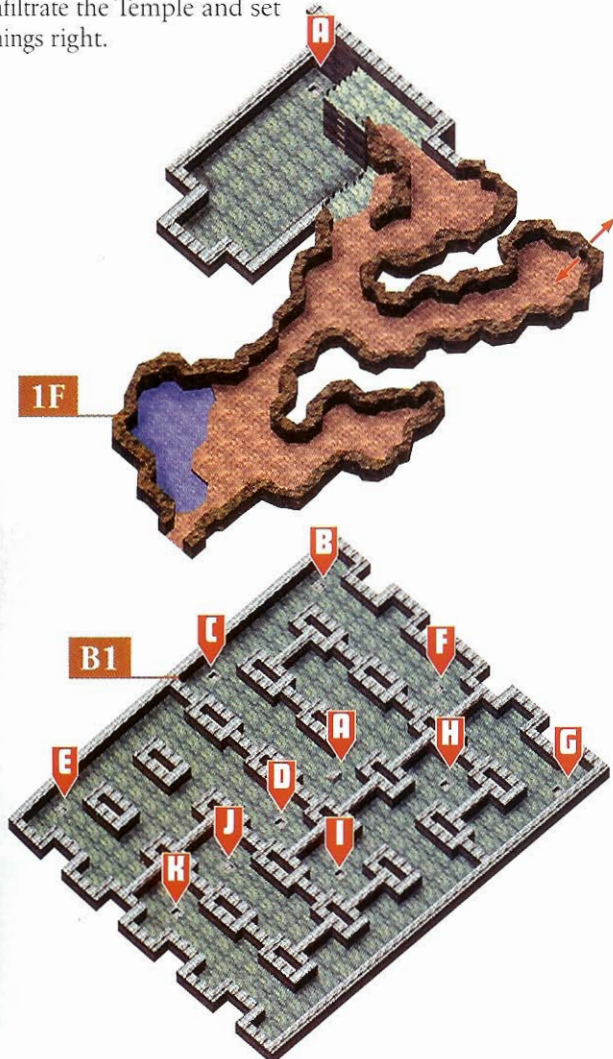
Inn: Free

Item Shop

Item	Effect	Cost
Antidote	Cures Poison	10G
Herb	Recovers HP	8G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

Prison Cave

The Prison Cave is important for two reasons. Down a passage to the west, at the bottom of a prison compound, is the cell of the High Priest Fosse. Set her free so she can help you with your second mission. The Prison Cave also holds the secret entrance to the Dharma Temple. With Fosse's key, infiltrate the Temple and set things right.



Treasure Data

	Past
1.	DEFseed
2.	Sickle
3.	TinyMedal
4.	Iron Shield
5.	WorldLeaf

Monster Data

Armorpion	Babbleoon
HP: 49	HP: 61
MP: 0	MP: 15

MudDoll

HP: 50
MP: 0



PigDemon

HP: 66
MP: 7



Podfightr

HP: 50
MP: 0



PodHero

HP: 45
MP: 13



PodMage

HP: 32
MP: 19



PodPriest

HP: 37
MP: 19



Pummeler

HP: 55
MP: 0



Smoocher

HP: 52
MP: 0



Wyvern

HP: 61
MP: 0

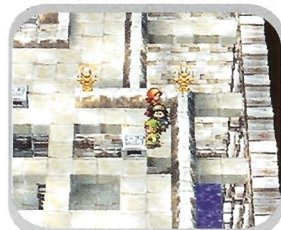


ZombieEye

HP: 45
MP: 0



Disarming Fosse's Jail



To disable the force field that makes up Fosse's jail, first destroy the generators supplying the power, which you find in the room beneath the cell. Destroy the generators by dropping bricks on them from the grid-like balcony. If you run out of bricks before you destroy both generators, simply leave the room and return.

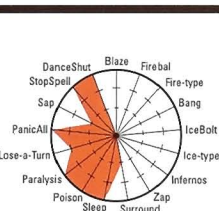


Inopp and Gonz: Mark II

Inopp



HP: 440
MP: 0



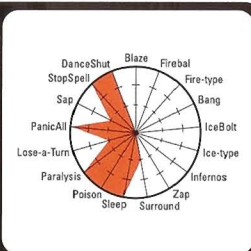
The second time you face these two hoodlums, you're in a much better position. The High Priest Fosse drains them of their stolen strength and returns them to

normal. These monsters are still difficult to beat, but it's no longer impossible. Remember, because you cannot use any spells or skills, equip each character with a good supply of Herbs so they can heal themselves as needed.

Gonz



HP: 400
MP: 0

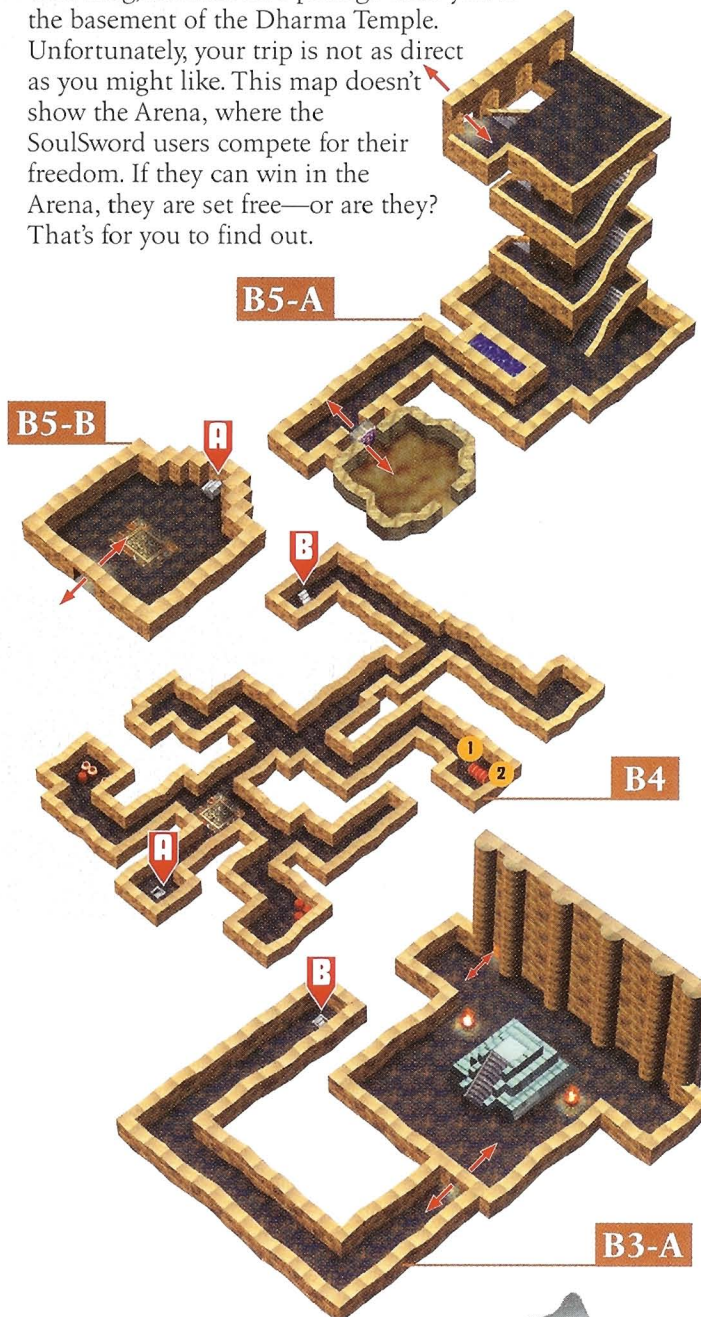


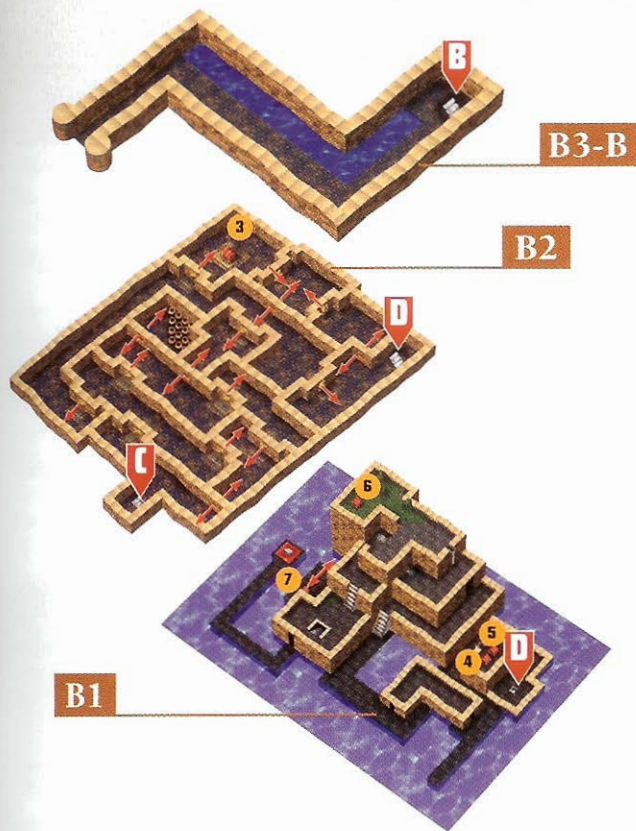
Inopp and Gonz both have powerful physical attacks that do between 30–70HP of damage. Because they get more than their fair share of

“brutal hits,” be prepared to see the higher damage figure often. Hope that they frequently target Kasim and Flower. As usual, have Hero and Gabo concentrate on fighting and Maribel heal with the WondeRock.

Passageway to Dharma Temple

This long, multifloored passage takes you to the basement of the Dharma Temple. Unfortunately, your trip is not as direct as you might like. This map doesn't show the Arena, where the SoulSword users compete for their freedom. If they can win in the Arena, they are set free—or are they? That's for you to find out.














Treasure Data

	Past
1.	DEFseed
2.	TinyMedal
3.	WorldLeaf
4.	AGLseed
5.	Kitten Shield
6.	350G
7.	200G

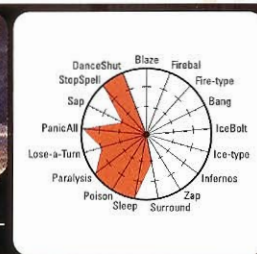
Monster Data

Babbleoon  HP: 61 MP: 15	BeakRat  HP: 52 MP: 0
HornRush  HP: 70 MP: 0	Mantipion  HP: 49 MP: 0
PigDemon  HP: 66 MP: 7	Podfighttr  HP: 50 MP: 0
PodMage  HP: 32 MP: 19	PodPriest  HP: 37 MP: 19
Pummeler  HP: 55 MP: 0	

Maneater



HP: 400
MP: 25



In comparison to some Bosses you meet in this area, the Maneater is a piece of cake! The Maneater has a normal attack as well as one that poisons its target. It can also cast

Bang, which does about 20HP of damage to everyone in your party. Use your usual battle strategies to defeat this monster.

The Arena Battles

When you get to the first floor, you find yourself stuck in the Arena, where SoulSword warriors fight to win their freedom. They must defeat five teams of four and then beat the current Champion. Only then can they leave Dharma Temple. Or so it would seem...

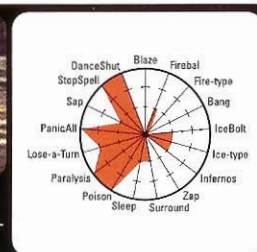
You must team with Zaji to win your freedom and that of Zaji's possessed sister, Neris. The Arena is a challenging area, especially if your party struggled with the other Bosses in the Dharma area. While the first four battles are easy, Neris is another story. For the first five battles, remember two things: keep your party healed, and don't forget to use your party's skills and spells. Also use Gabo's Bark or Maribel's Sleep to immobilize the three monsters in each battle group while your other characters attack. Then gang up on the leader, leaving Maribel free to heal any damage. Zaji is a decent party member who can cast HealMore, Upper, and Bang.

Neris and her party of three SlimeNites are more difficult to defeat. First, the SlimeNites are more resistant to Gabo's Bark than other opponents, and it is unlikely that you can freeze them all at once. Second, Neris is very strong and can cast SnowStorm and use IceSlash, two powerful skills that peel 30-40HP off your party members. She can also cast MagicBack to reflect your magic, and to make matters worse, she can attack twice per round. Concentrate on taking out the SlimeNites first, while healing yourself from Neris's magic attacks. When you take out the SlimeNites, have Gabo and Hero concentrate on attacking Neris while Maribel heals any wounds. At this point, Neris should have run out of MP, and you should have an easier time balancing the need to attack with your need to heal. Defeat Neris to win your freedom from the Arena.

Antoria



HP: 700
MP: 55



The good news about this battle is that High Priest Fosse helps you, and she actually does a good job. The bad news is that Antoria is a tough Boss! He can attack twice

per round and can cast a variety of powerful spells such as Bang and Firebane. He also has a strong physical attack, a FireSlash attack, and a super-powerful charged attack that does about 70-80HP of damage. To make your life difficult, he can also cast MagicWall, protecting himself from your magic attacks.

Because of the amount of damage he inflicts, have Maribel or Hero heal the party's damage every round. Keep everyone's HP above 80 if you want them to survive Antoria's most powerful attacks. In fact, make sure any WorldLeaves you've found are in your party's personal inventories instead of saved in the bag. The ability to resurrect a fallen comrade comes in handy. Other than that, the name of the game is attack and heal.

Part 10: Dune Region

Recommended Level: 17

In the desert region of Dune, the Demon Lord conscripted the inhabitants into rebuilding their monument to the Terra Spirit in his own likeness. Meanwhile, he sent his minions to destroy the Dunites' Palace and capture their Queen. When you arrive, you find the Palace in ruins and the villagers quaking. Your job is to help rescue the Queen and put an end to the Demon Lord's dominance.

LandShards Needed to Activate the Dune Traveler's Gate

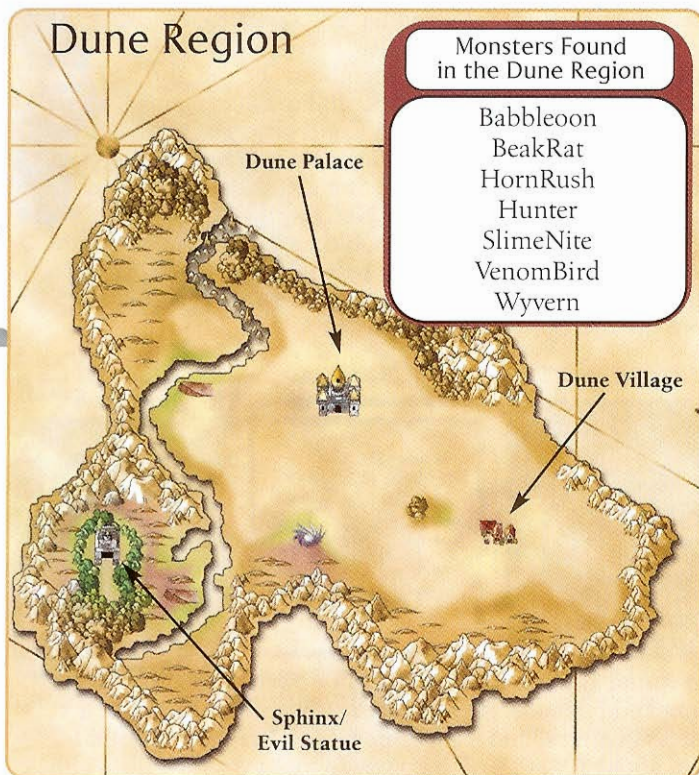
Dialac (Past): Barrel in Joseph's Secret Base #1

Mentare (Present): Treasure chest in the Boss's house

Lake Cave (Past): Treasure chest in passage opened when lake is drained

Dharma Temple (Present): Treasure chest in storeroom in basement

Western Cave (Present): Gift from the BanditWig after defeating him



Step-by-Step Walkthrough

1. Head to Dune Palace, north of the Traveler's Gate. Explore the lower floors until Hadeed spots you.
2. Go to Dune Village, and tell the guard at the gate that Hadeed sent you.
3. Talk to the Chief in the house at the north end of town. Spend the night in Hadeed's room.
4. After learning about the evil that befell this land, return to the lowest floor of the Palace, and battle the BoneRider with Hadeed.
5. After the sandstorm, return to the village with Hadeed, and go to the Chief's house. Get the DuneCharm and show it to all the villagers.
6. Go to the Nila Shore (a ridge of land west of the Castle) and talk to Hadeed.
7. Return to the present, and head to the Excavation Site. Tell the scholar in charge about your experiences in Dune. Show him the DuneCharm, and agree to take him back to Dune. Get the Fossil.
8. Return to Dune in the past, and take the scholar to the Palace.
9. Go to Dune Village, and learn of the Chief's illness. Talk to the villagers in his house until Hadeed returns. Show the Fossil to the Chief.
10. At the Nila Shore, use the Fossil (now called the TyranBone) to resurrect Tyrannos. When you are ready, sail down the Nila River to the Evil Statue.
11. At the Evil Statue, defeat the two Pigmon who come to take the Queen's attendant inside.
12. Talk to the Queen on the third floor to learn the secret of the Evil Statue. Get the Black Key.
13. Climb to the top of the Evil Statue and defeat Seto.
14. Help Queen Fedel remove the Dark Rubies from the eyes of the Evil Statue.
15. Return to Dune Village with the villagers. In the morning get the LandShard from the storehouse.
16. Before returning to the present, go to the Palace and get the Cash and Scroll from the scholar.
17. Go to the Excavation Site in the present, and give the guard the Cash and Scroll. Get the LandShard from the chest inside the dig.
18. Sail to present-day Dune and visit the village. Get the LandShard from the vase in the center of the village.
19. Go to the Dune Palace, and enjoy the celebration in your honor.

Dune Village

In the eastern part of the desert, Dune Village remains a veritable oasis of calm amid the Demon Lord's destruction. Unfortunately, that's not saying much. Entrance into the village is strictly controlled, and the villagers are under oath not to reveal too much to strangers. However, if you can get a Dunite to sponsor you, you will quickly find yourself embraced by the community. But where are you going to find a sponsor outside the village's walls?



Facilities in Dune Village:



Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels monsters	20G
BunnyTail	APR +2	270G
Star Ort	APR +10	500G
LifeRock	Protects against Instant-Death	800G

Item Shop (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels monsters	20G
BunnyTail	Ornament	270G
LifeRock	Protects against Instant-Death	800G

The Key to It All



The secret to becoming an honorary Dunite is in the acquisition of the DuneCharm, which marks you as a member of the village and, therefore, someone they can trust. To get the DuneCharm, you must first perform an act of bravery in service of the village. Helping Hadeed bury the

dead in the monster-ridden Palace should do the trick! Once you have the DuneCharm, show it to all the villagers, and they give you straight answers to your questions. It even gains you access to the village's storeroom!

Dune Freed



The story of the Dune region carries on after you cleanse the area of the Demon Lord and as the new Chief, Hadeed, continues to put things right. If you return to this area later, you will find that Hadeed still searches for the Queen's missing necklace. Accompany him to the site

of the Sphinx to help him search.

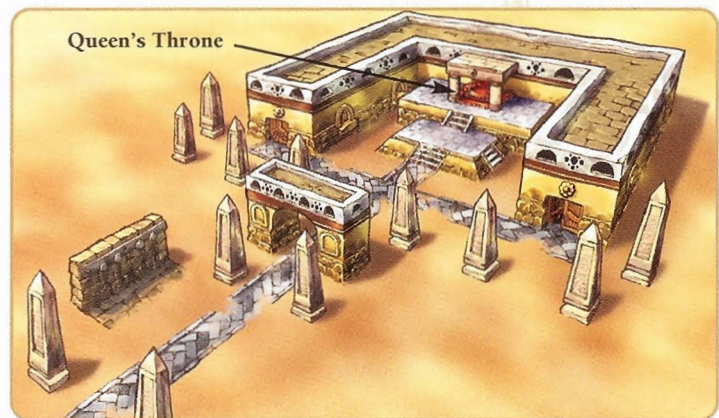
Dune in the Present



When you visit Dune in the present, you find the old village covered with sand and a new village in its place. The tops of buildings and that giant vase are all that's left of the old Dune. Now that there is a ladder, climb into the oversized vase to see if you can find any artifacts.

Dune Palace

When you first arrive in Dune, stop first at the Palace. Its grandeur is evident although the building is heavily scarred from the invasion of the Demon Lord's minions. As you wander, keep your eyes peeled for any lingering monsters or scavengers looking for treasure. It would be a shame to let any further desecration befall this Palace.



Facilities in Dune Palace:



Weapon and Armor Shop (Present)

Item	Effect	Cost
Blade Boomerang	ATK +26	2,300G
Chain Whip	ATK +33	2,500G
Steel Claw	ATK +35	4,200G
Shell Armor	DEF +33	3,800G
Steel Armor	DEF +34	5,000G
Magic Shield	DEF +18	5,000G
IronMask	DEF +22	3,500G

Item Shop (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels monsters	20G
WarpWing	Returns you to a place	25G

Hadeed



Hadeed takes the protection of the Palace Ruins very seriously. He doesn't take kindly to strangers like yourself wandering around unaccompanied. Hadeed is the key to getting into Dune Village, so help him out if you can.

The Reconstruction of the Palace: Part 1



When you rid Dune Village of the Demon Lord and unseal it from the world, the Queen offers you a reward. However, you must wait about a year before she can give it to you. Because time flows strangely in the past, this year passes quickly—about the time it takes you to

complete the next scenario. Return once you complete the events in Krage, and Queen Fedel tells you how to get to the Palace's treasure room, where your reward awaits.

The Reconstruction of the Palace: Part 2



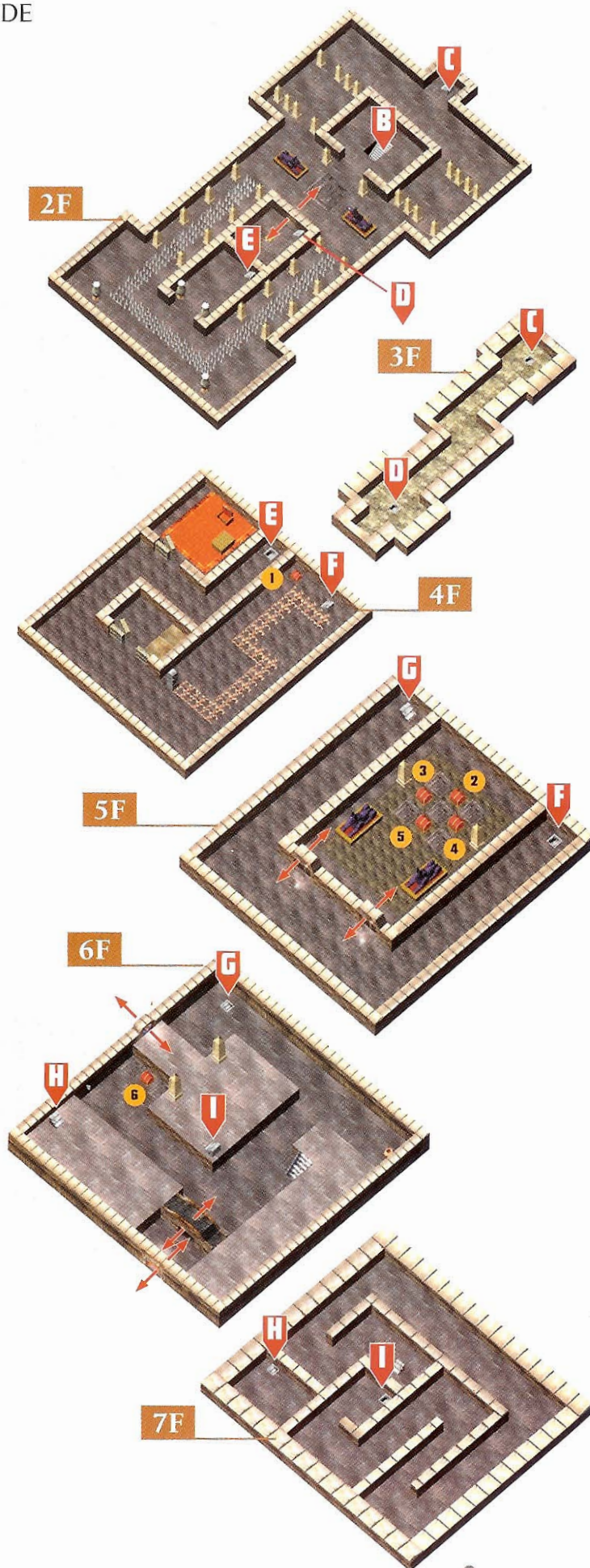
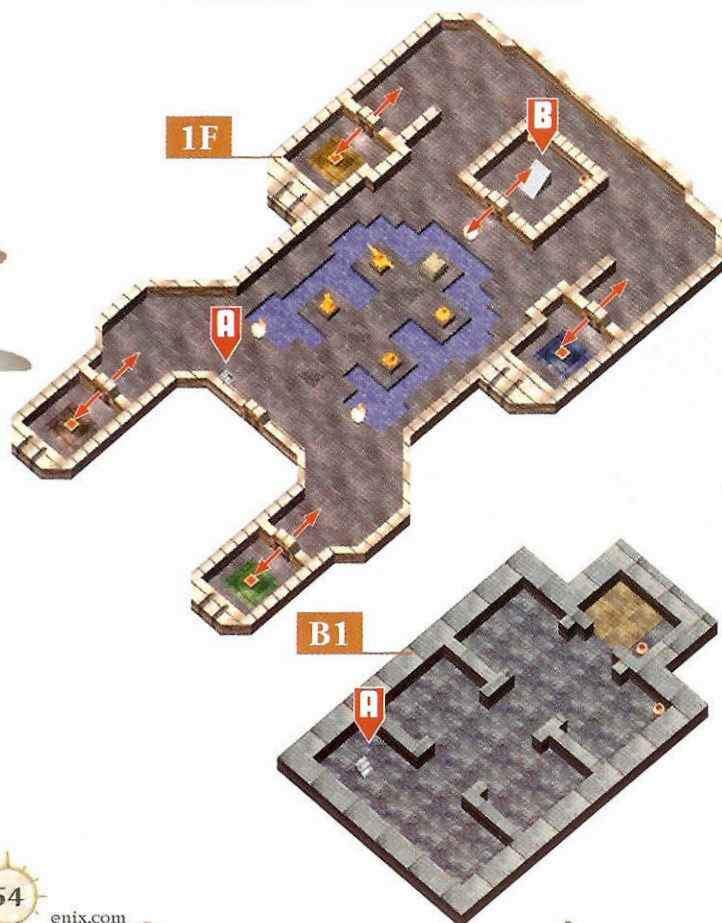
When you visit Dune Palace in the present, you find it restored to its former glory. The current Queen waits for you and your party to pay her a visit. After the celebration in your honor, explore the Palace and check out the new shops in the basement.

Evil Statue

The Evil Statue started as a Sphinx built in tribute to the Terra Spirit. However, when the Demon Lord arrived and sealed the Dune Region off from the world, he forced the Dunites to rebuild the monument in his own image. To motivate his enslaved workers, the Demon Lord also ordered the capture of Queen Fedel and her court. Rumor has it that they are still imprisoned in the monument's walls. How long that lasts remains to be seen.

CAUTION

Once you travel down the Nila River to the Evil Statue, you cannot return to Dune proper until you vanquish the Demon Lord in the monument. If you are unsure whether your party can handle this task, spend more time leveling up your characters around Dune Village before sailing down the Nila on Tyrannos's back!



Part II: KRAGE REGION

Treasure Data

	Past
1.	Cannibox
2.	Cannibox
3.	350G
4.	TinyMedal
5.	Speed Ring
6.	Silver Breastplate

Monster Data

ApeBat HP: 62 MP: 0		FoggyPot HP: 68 MP: 5	
HornRush HP: 70 MP: 0		NailMan HP: 69 MP: 0	
Pummeler HP: 55 MP: 0		TrickBag HP: 70 MP: 10	
WarTiger HP: 84 MP: 1220		Wyvern HP: 61 MP: 0	

The Way of the Dunites



The first puzzle you come across in the Evil Statue is a doozy! As you explored the Dune Palace and talked to the people of Dune Village (especially after showing them your DuneCharm), you may have learned something about the way they live. If you remember

what they say, you should have no problem. However, if you weren't paying attention, you'll find yourself in a spot of trouble. You can solve this puzzle through trial and error (when you put the right statue on the right pedestal, you hear the next door opening) or by recognizing that the statues appear in the opposite order from the way they go on the pedestals (for example, the Lion statue in the northeast corner goes on the pedestal in the southwest corner, and so on).

Seto



HP: 900
MP: 8



Seto can be a very tough Boss. He has a furiously dangerous attack that can do up to 80HP of damage. If he follows that with a second attack on the same

character, he or she likely dies. Fortunately, this attack is inaccurate, and Seto has an equal chance of hitting himself as

hitting a member of your party. In addition, Seto can cast Sap and charge up his normal physical attack. If your party members are at Lv 17 or higher, this battle shouldn't be too difficult. Just keep Maribel healing or casting Sap, while Hero and Gabo attack. If you are training Hero or Gabo as a Warrior, he should have the PsycheUp skill by now. Charged-up attacks of your own come in handy.

The Return of the Sphinx



If you return to Dune in the past after you defeat Seto, you'll find that Hadeed ordered the destruction of the tainted Sphinx. His goal is to rebuild it as originally planned. Visit the Sphinx in the present (you need the Magic Carpet), and you find his wish was fulfilled. The new

Sphinx is a tourist attraction and research facility for archeologists interested in Nila studies. Be sure to visit and see what antiquities you can find.

Part II: Krage Region

Recommended Level: 17

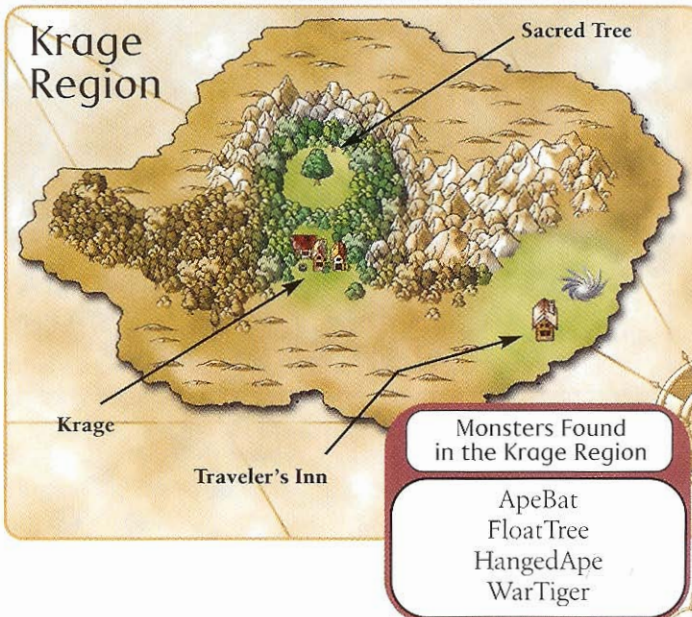
Krage is most noted as the home of the Sacred Tree. When fully grown, this tree produces some of the world's most rare and desired potions and Herbs, such as the hard-to-find WorldDew. It is no wonder that this tree is targeted by the Demon Lord. His plot for this area is dastardly and requires real wit and thought to defeat.

LandShards Needed to Activate the Krage Traveler's Gate

Dharma Temple (Past): Treasure chest in the basement

Dune Village (Past): Treasure chest in the storeroom

Dune Village (Present): Inside the giant vase in the center of the village

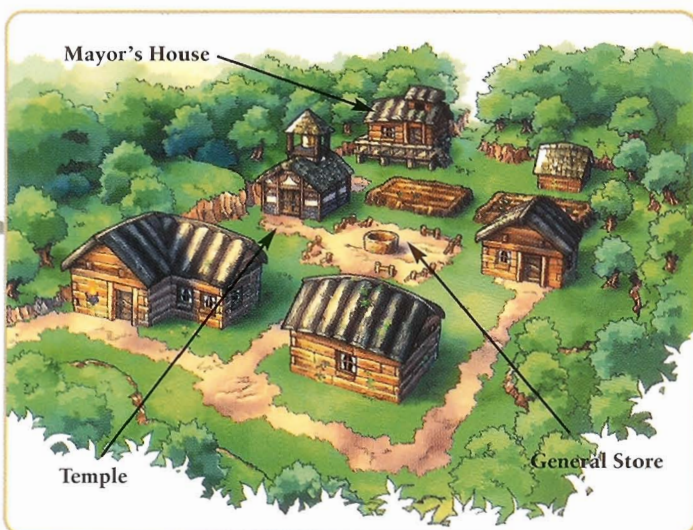


Step-by-Step Walkthrough

1. Go to Krage and talk to the citizens, especially the hooded man in the crowd at the back of town.
2. Once you learn of the Demon Lord's plot, talk to the Mayor in the house in the northwest corner of town.
3. Go to the Sacred Tree, and warn the little girl of the Demon Lord's plans. When she doesn't wake up, return to the Mayor's house.
4. Return to the Sacred Tree, and try to stop the band of Demon Lords. Defeat the WeirdGuy.
5. In the morning pick up the Elven Jar, and use it to collect HolyDew. Use the HolyDew on the girl.
6. Take the HolyDew to Krage, and feed some to the Mayor. Try to pour the HolyDew into the well.
7. Go back to the Sacred Tree, and ask the girl where to find the source of the well's water.
8. Make your way through the Sacred Tree's root system until you find the source of the pollution. Defeat the EvilWell.
9. Pour the HolyDew into the source of the water.
10. Climb out of the well and defeat the WolfDevil.
11. Spend the night at the Mayor's house, then head to the Sacred Tree. First, get the FireShard from the farmer in his field.
12. Get the Bless Staff from the Elven girl at the Sacred Tree.
13. Return to the present, and sail to present-day Krage. Get the FireShards from the chest in Brugeo's Mansion and at the base of the Sacred Tree.
14. Return to the Ruins, and use the Dune Traveler's Gate to travel back in time to Dune. Go to the Palace, and get the treasure (FireShard, 210G, TinyMedal, and Golden Ring) promised by Queen Fedel.
15. Return to the present, and use the FireShards to open the Traveler's Gate to Litorud.

Krage Village

If you stay at the Inn by the Traveler's Gate, you'll hear rumors about strange things going on in the village of Krage. When you arrive, almost all of the inhabitants think they are the Demon Lord—even the kids! The mastermind behind this brainwashing is easy to pick out. The problem is breaking his iron grip on the villagers' minds long enough to heal them and deactivate the brainwashing!



Facilities in Krage Village:



General Store (Past)

Item	Effect	Cost
Dagger	ATK +30	1,500G
Iron Axe	ATK +38	4,000G
Glam Coat	DEF +28	2,500G
Shell Armor	DEF +33	3,800G
White Shield	DEF +16	2,000G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G

General Store (Present)

Item	Effect	Cost
Blade Boomerang	ATK +26	2,300G
Dagger	ATK +30	1,500G
Steel Sword	ATK +33	2,800G
Steel Claw	ATK +35	4,200G
Glam Coat	DEF +28	2,500G
Shell Armor	DEF +33	3,800G
Silk Hat	DEF +17	1,200G

The Unpopular Hero



The problem with working from Krage while you break the Demon Lord's hold is the lack of amenities. The townspeople are so obsessed with being the Demon Lord, they are too busy to perform their jobs. This means you must use the Adventure Journal on the temple's

altar and go elsewhere for items such as Herbs. However, when you defeat the bad guy and cure the villagers, everything goes back to normal.

Krage in the Present



Krage in the present is a bustling tourist town. You find the only shop in the game that sells that amazing elixir, WorldDew. However, you can only buy one bottle at a time and when the shop runs out, you are out of luck until your next visit. In Krage, you also find the vacation home of the famous and reclusive, billionaire Brugeo. If you need a quick buck, talk to a mansion employee in the Inn. To take over his cleaning job, simply use the back door to the mansion, and talk to the maid in the basement.

Sacred Tree Roots

To cure the villagers of their brainwashing, you need to pour the antidote into the source of their drinking water. This source is deep underground along the maze-like root system of the Sacred Tree. The trek down is the easy part. Saving your strength and resources for the Boss battles at the end is the difficult part.



Monster Data

ApeBat HP: 62 MP: 0		BoltRat HP: 73 MP: 5	
EvilPot HP: 100 MP: 35		FloatTree HP: 85 MP: 6	
HangedApe HP: 78 MP: 0		Horseman HP: 92 MP: 0	
Metal HP: 4 MP: 20		WarTiger HP: 84 MP: 20	

WeirdGuy




HP: 350
MP: 0




You should win the battle with the WeirdGuy easily. If you don't, you need to rethink your characters' Character Classes and their training regimen! This

strange creature relies on two attacks: a knife attack and a lantern Bomb-type attack. Both attacks inflict about 25–30HP of damage, and because he gets two attacks a round, the damage can add up quickly. However, you can befuddle the WeirdGuy by Surround and weaken him by Sap. He is vulnerable to Fire-type attacks. If you use that information to your advantage, you should quickly defeat him with no problem.

EvilWell

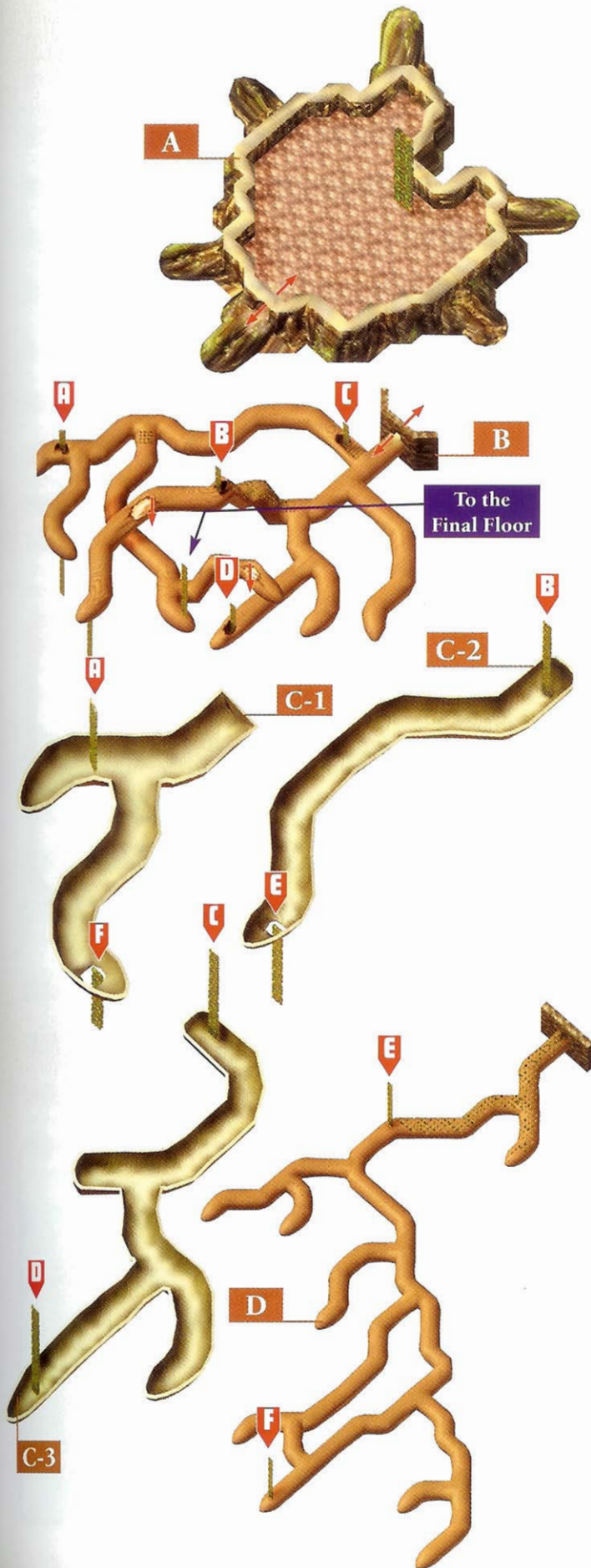


HP: 580
MP: 40



The EvilWell is the first of two Bosses you must defeat before you can rest or save your game. If you already used up your Herbs and your characters'

supplies of MP, you will have a tough time surviving these battles. The EvilWell is a pretty tough customer. He can cast IceBolt and Sleep and has a charged attack in addition to his normal attack. He can also attack one to two times every round, keeping you on your toes. To counter his magic, silence him with StopSpell. Also weaken him with Sap or freeze him with Howl or WarCry. Ultimately, conserve your resources, relying on the WondeRock for healing and skills over spells.



WolfDevil



HP: 600
MP: 50



You have enough time between battles to heal your characters (might I recommend using Herbs instead of Heal?), but you can't save your game. If you lose

this battle, you will need to restart from your last save. The WolfDevil is incredibly strong. His main attacks are physical, with QuadHits being the most dangerous. You can also count on him to cast TwinHits on himself, doubling his attack strength. For this reason, defensive spells such as Upper and healing spells such as HealMore play a large role in your success. The WolfDevil is resistant to Surround, but you can affect him with spells such as StopSpell and Sap. He is also vulnerable to elemental-based magic such as Blaze. Keep your defenses up and your characters healed, and this battle is yours to win.

Part 12: Litorud Region

Recommended Level: 19

Everything is wonderful in Litorud! It is the home of the famous architect, Baloch, and the town is just about to celebrate the opening of a new bridge spanning the river separating Litorud from Verdham. Life couldn't get any better! Of course, in a country sealed off from the world, such happiness is suspicious in itself. Oh well, spend the night in the Inn, and see what happens tomorrow.

LandShards Needed to Activate the Litorud Traveler's Gate

Krage (Past): From the farmer tilling his land (after defeating the WolfDevil)

Krage (Present): Treasure chest in the basement of Brugeo's Mansion

Sacred Tree (Present): On the ground at the base of the tree

Litorud Region

Baloch's Bridge

Baloch's Studio

Litorud

Monsters Found in the Litorud Region

BoltRat
 Horseman
 Metaly
 Needleon
 WarTiger

Step-by-Step Walkthrough

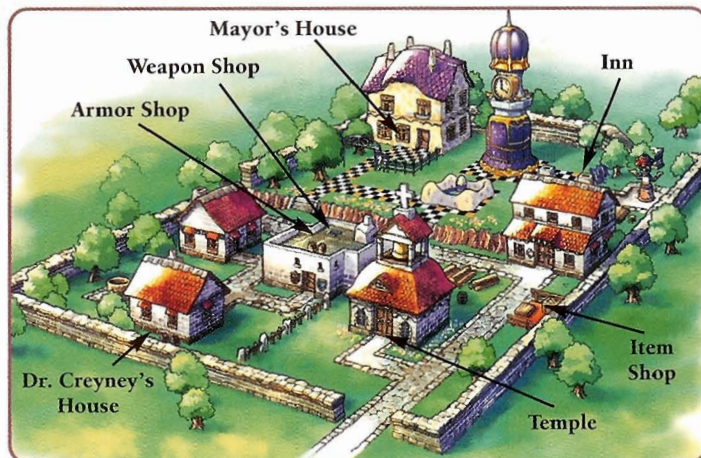
1. Go to Litorud Town, and talk to the townspeople. Visit the Inn and learn that the Innkeeper is at Dr. Creyney's house, so go there.
2. Travel to Baloch's Bridge.
3. Return to Litorud and spend the night at the Inn.
4. Head back to Baloch's Bridge for the ceremony. When you are told the ceremony is tomorrow, return to Litorud and spend another night at the Inn.
5. Go back to Baloch's Bridge, and talk to the guard again.
6. Go to Baloch's Studio in the mountains to the east. Get the Clock Key.
7. Return to Litorud and use the Clock Key to enter the Clocktower and stop the clock.
8. Go to the basement in Dr. Creyney's house, and enter the Time Pocket Cave through the portal in the painting on the wall.
9. Defeat the TimeSage and his cronies. Get the LandShard. Destroy the hourglass and get the TimeSand.
10. Go to sleep in the Litorud Inn. In the morning attend the opening ceremonies at the bridge.
11. Return to the present and sail to Litorud. Get the WindShard from the chest in the basement of Dr. Creyney's old house.
12. Go to the site of Baloch's old Studio, and climb to the top of the tower he built in its stead. Get the LandShard and the WindShard from the treasure room at the top.
13. Return to the Ruins, and use the LandShards to open the Traveler's Gate to the Hamelia region.

NOTE

After you defeat the TimeSage and open the bridge, cross to the Verdham region. Several years passed since you unsealed this area, and it is interesting to see the changes. Be sure to seek out your old friends Iwan, Kaya, and Linda. Perhaps you can help solve the Mystery of Lady Kaya's cooking and the poisoned dog. You should also visit the new town of Mentare and the neighboring Geionne Monastery. Help Pepe learn what happened to Linda.

Litorud

Litorud is well-known for its collection of buildings built by the famous architect Baloch. Unfortunately, one of his creations caused a rift in the fabric of time, causing the town to relive the same day over and over. To solve this problem, you need to convince the building's creator that something is wrong. Only then will you get the Key needed to fix time.



Facilities in Litorud: Inn: 15G Per Night



Weapon Shop (Past)

Item	Effect	Cost
Hammer	ATK +31	2,100G
Steel Sword	ATK +33	2,800G
Chain Whip	ATK +33	2,500G
Steel Claw	ATK +35	4,200G
Holy Lance	ATK +36	3,300G
Iron Axe	ATK +38	4,000G

Armor Shop (Past)

Item	Effect	Cost
Iron Armor	DEF +30	3,300G
Magic Robe	DEF +30	4,000G
Shell Armor	DEF +33	3,800G
Steel Armor	DEF +34	5,000G
White Shield	DEF +16	2,000G
Magic Shield	DEF +18	5,000G
IronMask	DEF +22	3,500G

Item Shop (Past and Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

Weapon Shop (Present)

Item	Effect	Cost
Hammer	ATK +31	2,100G
Steel Sword	ATK +33	2,800G
Chain Whip	ATK +33	2,500G
Steel Claw	ATK +35	4,200G
Iron Axe	ATK +38	4,000G
Destruct Sword	ATK +42	5,400G
Power Claw	ATK +40	7,100G

Armor Shop (Present)

Item	Effect	Cost
Evade Suit	DEF +28	3,000G
Silver Breastplate	DEF +36	6,000G
Wizard Robe	DEF +37	4,200G
Magic Shield	DEF +18	5,000G
Platinum Shield	DEF +25	3,500G
Captain Hat	DEF +19	2,800G
IronMask	DEF +22	3,500G

When Time Stops



When you shut down the Clocktower, time stops completely for the people in Litorud. During this time you cannot rest in the Inn, save your game, purchase items or equipment, or leave town. If you need to do one of these things while you play through the

Time Pocket Cave, feel free to restart the clock and free the flow of time. This does not affect your progress in the Time Pocket Cave.

Baloch and his Brother



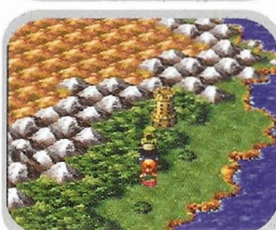
While in Litorud, you want to meet the good Dr. Creyney. He is Baloch's brother and probably the saner of the two. Not only does Dr. Creyney take care of the townspeople's problems, but also his brother's. This is evidenced by the makeshift

bedroom in Dr. Creyney's basement, a place that becomes Baloch's home when he needs to be taken care of. Keep this in mind when you search for further connections between Baloch, his Clocktower, and the time rift.

Litorud in the Present

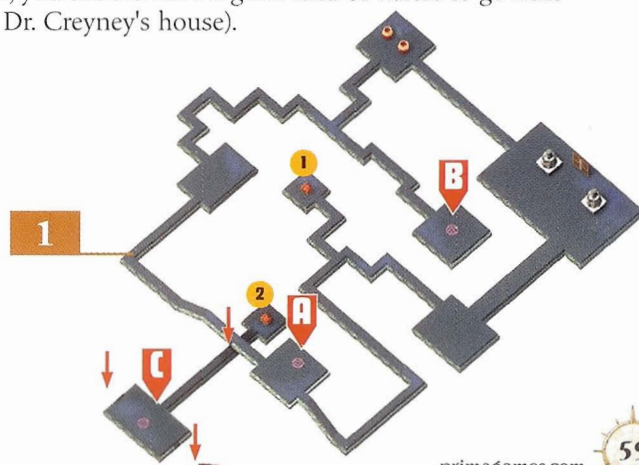


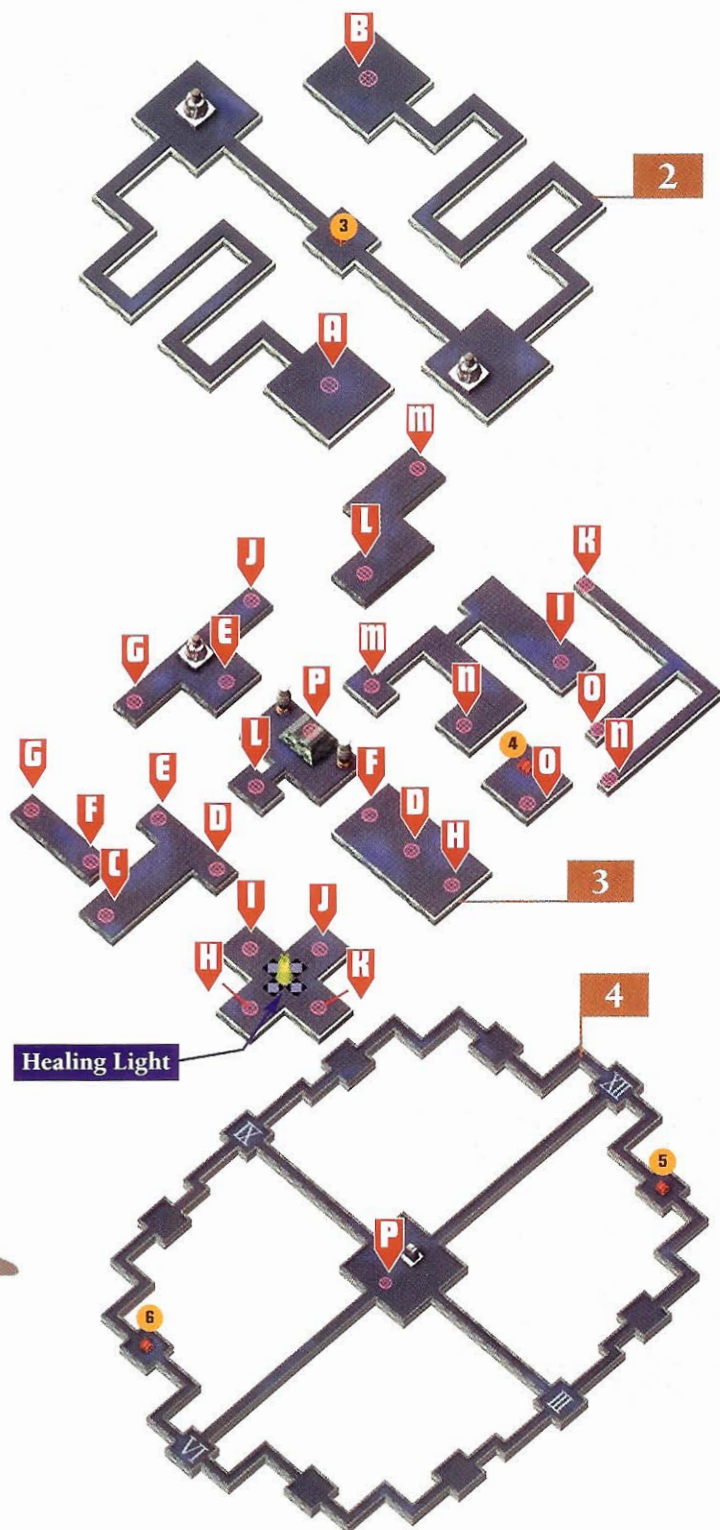
When you return to Litorud in the present, you find a thriving town with a new service, the Ranking Services. This federation ranks registrants on their Power, Style, and Intelligence. To register your party, talk to the clerk at the front desk. Check for your names on the Rankings boards in front of the Clocktower. You also find that the mayor's residence was turned into another vacation home for Brugeo. Finally, check out Dr. Creyney's old house, and find out what happened with Baloch after he moved back in. This should also involve a trip to the location of Baloch's old mountainside Studio, which was replaced by a unique tower. Climb to the top, and pick up the contents of Baloch's treasure room.



Time Pocket Cave

Shutting down the Clocktower opens a portal to a different dimension. The only problem is figuring out where that portal is located. After you search the town from top to bottom, you should have a good idea of where to go next (think Dr. Creyney's house).





Treasure Data

	Past
1.	Cannibox
2.	AGLseed
3.	TinyMedal
4.	350G
5.	Cannibox
6.	Potion

Monster Data

BoltRat HP: 73 MP: 0		HangedApe HP: 78 MP: 0	
Metal HP: 4 MP: 20		NailMan HP: 69 MP: 0	
Needlon HP: 67 MP: 0		SmileRock HP: 100 MP: 0	
WarTiger HP: 84 MP: 20			

The Clock Puzzle



When you get to the fourth room (so to speak), you find a monolith with a riddle engraved on its surface. This riddle tells you what to do to uncover the teleporter to the Boss's room. If its meaning is not clear, walk around the clock face in a counterclockwise direction.

TimeSage

HP:	780
MP:	120

MakiMaki

HP:	230
MP:	40

Time is not on your side during this battle. Both of the MakiMaki can use the infamous TimeSand, which restarts the battle. This can be both positive and

negative, depending on the state of the battle when they use it. If you were about to deliver the coup de grâce when they turn back time, obviously it is bad. If they do it when you are down a person, it's going to save you a WorldLeaf. Basically, take out the MakiMaki first. Use Sleep, Howl, or even WarCry (if a party member has learned it) to disable the MakiMaki while the rest of your team attacks them. These spells/skills are not guaranteed to work all the time.

Part 13: HAMELIA REGION

Once you take care of the MakiMaki, turn the brunt of your attack toward the TimeSage, who is a difficult Boss because of his range of magic spells. He knows both Blazemore and Boom; two high-powered attack spells. He also casts MagicWall to protect himself and his minions. In fact, you can count on him casting MagicWall the next turn after it wears off, so use that round to your advantage by healing characters, and so on. You have two things on your side: First, the TimeSage can only attack once every round. Second, he is susceptible to skills such as Howl and WarCry, so try to freeze him every round.

Part 13: Hamelia Region

Recommended Level: 23

The situation in the Hamelia region is perplexing. A traveling Bard spends the day playing his music in a town, while the entire population of that town disappears during the night. Sounds like the culprit is pretty obvious, right? But how can you capture this pied piper before he strikes again?

LandShards Needed to Activate the Hamelia Traveler's Gate

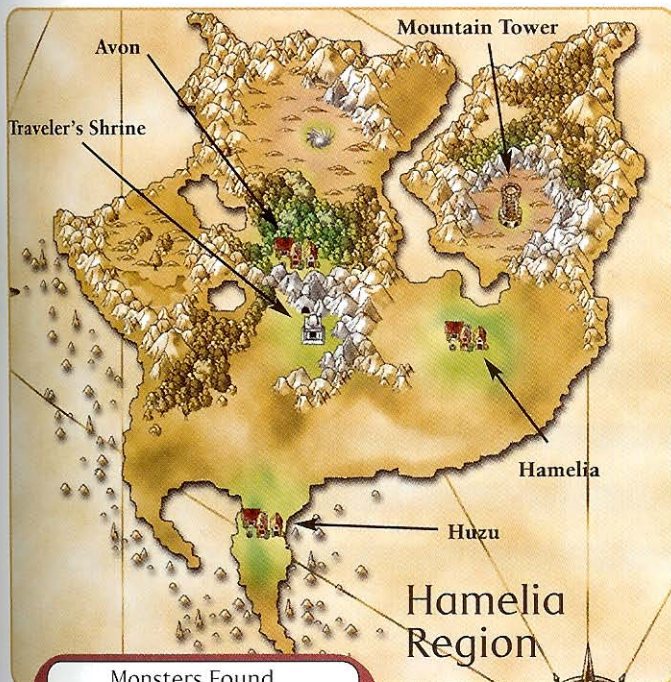
Penal Town (Past): Treasure chest in the Gold Bank

Mezar (Present): On the island in the well

Archaeological Dig (Present): Treasure chest inside the dig site

Time Pocket Cave (Past): After defeating the TimeSage

Baloch's Studio (Present): Treasure room on the top floor



Monsters Found in the Hamelia Region

BoltRat	MuddyMan
EvlMantis	NailMan
FloatTree	Needlon
HangedApe	SmileRock
Horseman	WellLure

Step-by-Step Walkthrough

1. Go to the village of Avon, south of the Traveler's Gate, and explore. When you are ready, spend the night at the Chieftain's house.
2. Take the underground tunnel out of Avon, and go south to Huzu. After talking to the townspeople, spend the night at the Inn.
3. In the morning head to Hamelia and watch the traveling musician perform. When you are ready, spend the night at the Inn.
4. In the middle of the night, wake up and watch the town "disappear." Follow the townspeople into the Traveler's Gate.
5. Journey to the third floor of the Mountain Tower. Talk to the little boy beside the locked gate, and he crawls through a hole in the wall to open the gate.
6. Talk to the Bard on the top floor of the Mountain Tower. Get the WindShard.
7. Use the raft to travel to the Underwater City. Push aside the middle monolith to uncover the passage to the main building in the back.
8. Defeat Gracos.
9. Get the Wizard Ring from the Bard, and return to Hamelia to get your reward. Get the MermMoon and the WindShard from the treasure room beneath the saloon.
10. Return to the present, and set sail for Hamelia. Talk to Azmov, who fishes by the lookout tower, and agree to take on his task in return for the Shard he found.
11. Go to the Mountain Tower, and take on the KingSlime in the basement. Get the FireShard in the treasure chest on the first floor.
12. Take Slachi to the top of the tower so he can open the locked gate. Defeat the GigaMute. Get the FireShard.
13. Return to Hamelia and tell the doctor of your success. Follow him to the Mountain Tower, and intercede on his behalf with the Slimes. Get permission to get the Shard from his storeroom (beneath the pub) in Hamelia. Get the FireShard.
14. Sail to the Underwater City and get the FireShard. Return to the Boss room and defeat Gracos V. Get the ? Shard.

TIP

This is the best place to level up and earn money for new equipment. However, with the number of Inn-related events, you need to be careful. Level up outside Hamelia *before* you trigger the events in Huzu so you can stay at the Hamelia Inn as often as you need to without triggering the story line.

Avon

This sleepy little village is the first place you visit in the Hamelia region. It sits on the edge of a mountain range and offers a tunnel through the mountains to other parts of Hamelia. However, this tunnel is only open during the day, and it's night when you arrive. Because Avon is too small to have an Inn, talk to the Chieftain to see if she can put you up.



Facilities in Avon:



Item Shop (Past and Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

Huzu

The small village of Huzu should remind you of your hometown, Fishbel. Like Fishbel, its entire culture is built around the fishing industry. As a result, the inhabitants provide you with interesting tidbits about the sea and rumors of an underwater city. Talk to them all before you stay at the Inn! The traveling Bard left Huzu before your party arrived.



Facilities in Huzu:



Inn: 15G Per Night

Weapon Shop (Past)

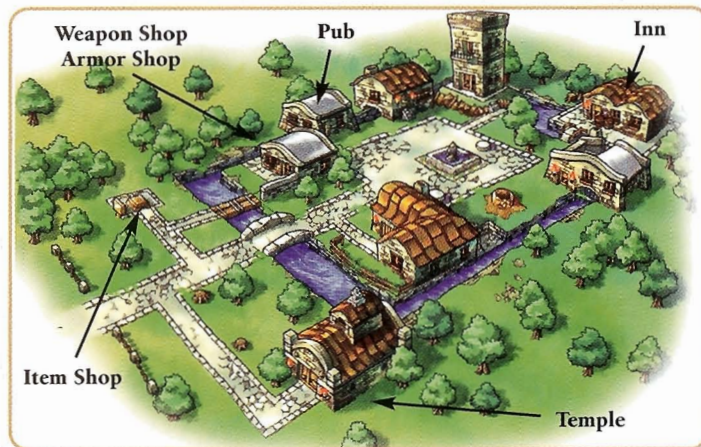
Item	Effect	Cost
Mace	ATK +43	5,500G
Shears	ATK +47	6,000G
Battle Axe	ATK +49	6,500G
Flame Claw	ATK +60	7,700G
Mist Staff	ATK +40	6,800G

Armor Shop (Past)

Item	Effect	Cost
Wizard Robe	DEF +37	4,200G
Viking Armor	DEF +38	7,000G
Silk Bustier	DEF +38	7,800G
Magic Shield	DEF +18	5,000G
Platinum Shield	DEF +25	3,500G
Captain Hat	DEF +19	2,800G
Viking Helmet	DEF +25	4,500G

Hamelia

You finally meet this traveling Bard you've heard so much about in Hamelia. When you arrive in town after the events in Huzu, you find the Bard already playing his trade. However, he leaves before you can interrogate him! Wonder what will happen when you go to bed tonight?



Facilities in Hamelia:



Inn: 15G Per Night

Weapon Shop (Past)

Item	Effect	Cost
Destruct Sword	ATK +42	5,400G
Mace	ATK +43	5,500G
Shears	ATK +47	6,000G
Battle Axe	ATK +49	6,500G
Flame Claw	ATK +60	7,700G
Dragon Whip	ATK +52	7,500G

Armor Shop (Past)

Item	Effect	Cost
Viking Armor	DEF +38	7,000G
Skirt	DEF +45	8,700G
Platinum Shield	DEF +25	3,500G
Captain Hat	DEF +19	2,800G
Viking Helmet	DEF +25	4,500G

Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G
PinkPearl	APR +7	1,500G

Weapon Shop (Present)

Item	Effect	Cost
Mace	ATK +43	5,500G
Shears	ATK +47	6,000G
Battle Axe	ATK +49	6,500G
Flame Claw	ATK +60	7,700G
Hacksaw	ATK +54	8,800G
Lune Fan	ATK +60	7,700G
Dragon Whip	ATK +52	7,500G

Armor Shop (Present)

Item	Effect	Cost
Pirate Shirt	DEF +32	4,200G
Viking Armor	DEF +38	7,000G
Silver Mail	DEF +43	9,100G
Skirt	DEF +45	8,700G
Platinum Shield	DEF +25	3,500G
Captain Hat	DEF +19	2,800G
Viking Helmet	DEF +25	4,500G

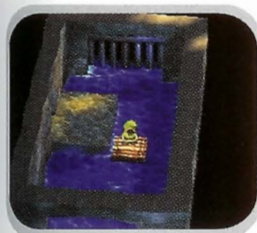
Item Shop (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
WarpWing	Returns you to town	25G
PinkPearl	APR +7	1,500G

The Way Things Work

Hamelia is a great place to level up your characters and earn some much-needed Gold! However, it helps if you have a place to rest and restore your characters while you do this. After all, if you sleep at the Inn, there's a good chance the townspeople will have disappeared when you wake up. Counter this by leveling up before you trigger the events in Huzu. In other words, skip Huzu and head straight to Hamelia. The area around this town is a prime location for random battles, and when you get tired or need to replenish your party's strength, you can sleep in the Hamelia Inn safe in the knowledge that the Bard won't visit until you spend the night in Huzu. If you wonder why this caution was issued twice, it's because you really want to level up your characters and have them master their first Character Class or two before going to the Underwater City! If you wait until later in this story line, you will lose access to the Traveler's Gate and Dharma Temple.

Hamelia's Storeroom



Look behind the watchtower in the northwest corner of town to find a small raft that you can use to explore the moat around the city. Beneath the town's Pub, you find a small pier and the entrance to the town's treasure storeroom. As the name implies, the town stores its

valuables here, including a legendary artifact called the MermMoon. If you are successful in restoring the townspeople to their homes, there is a good chance they will give you access to the treasure.

Hamelia in the Present



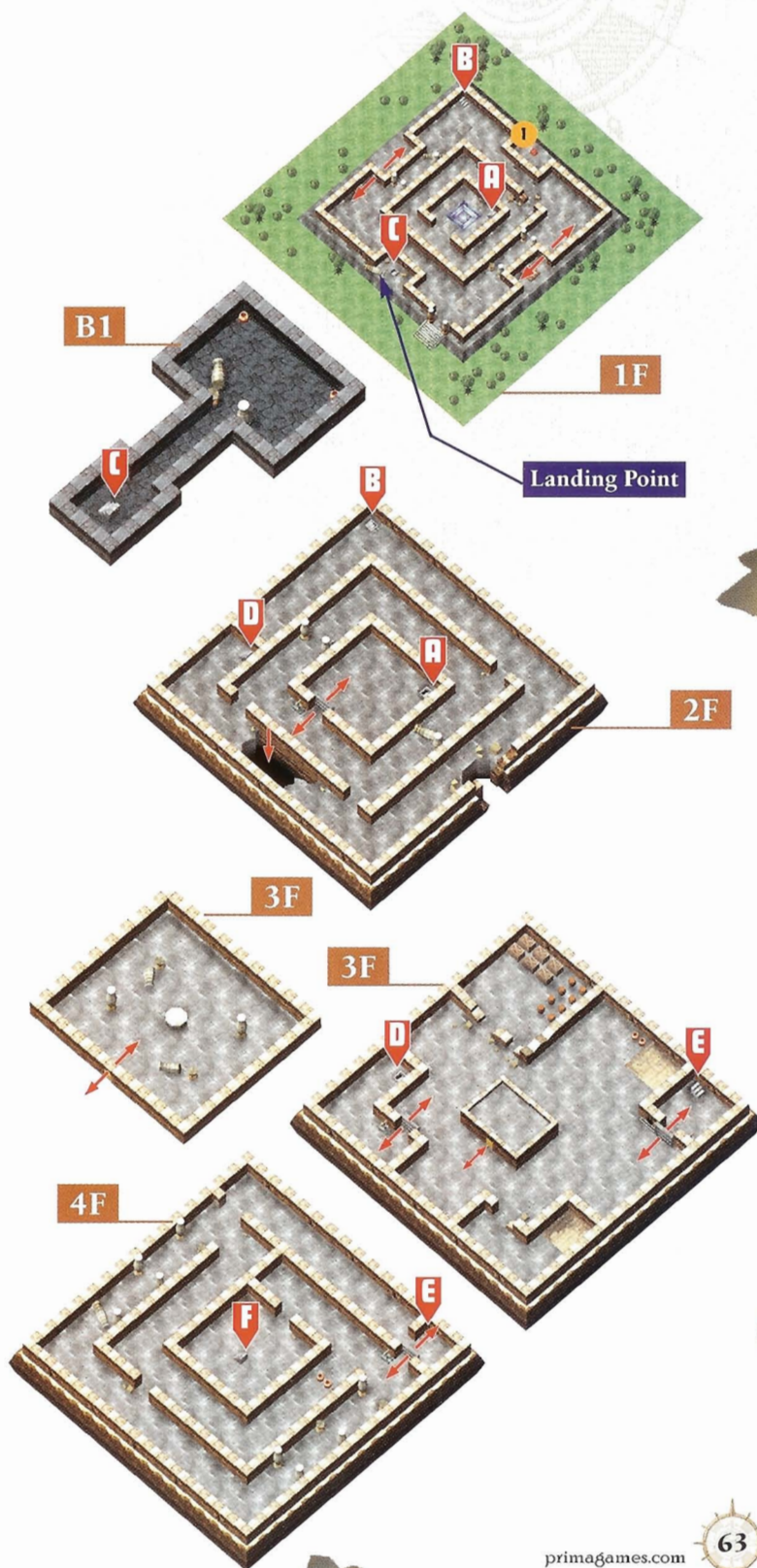
When you visit Hamelia in the present, you find the town largely stayed the same. The main man in Hamelia now is the learned researcher Azmov, who is very, very interested in proving the legend of the Mountain Tower. However, the tower is now inhabited by a terrible monster. Before Azmov can explore it, he needs someone—namely you!—to clear out the monsters. Help him and you are amply rewarded.

Later in the game, pay Azmov another visit. At that time you learn that his Intelligence-boosting hat

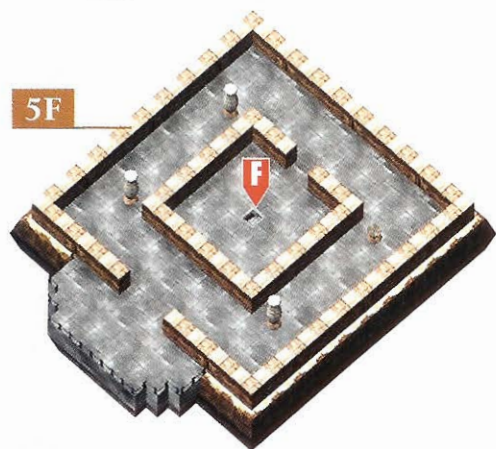
was stolen! If you recover it, perhaps he'll have another fabulous reward for you.

Mountain Tower

The Mountain Tower sits in an isolated spot across the river from Hamelia. In the past, you couldn't visit it because a bridge was not yet built across the river. Its location makes it the perfect place for the Bard to bring the villagers he mesmerizes. But there is more to this act than meets the eye. Follow him to the top of the tower and confront him!



5F



Treasure Data

	Past	Present
1.	MysticNut	FireShard

Monster Data

Dumbira

HP: 99
MP: 7



Eggeron

HP: 150
MP: 0



Enchanter

HP: 85
MP: 30



EvlMantis

HP: 99
MP: 0



IronTurt

HP: 85
MP: 0



MuddyMan

HP: 130
MP: 20



RockGolem

HP: 115
MP: 0



SlimeLv8

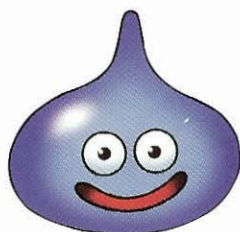
HP: 120
MP: 100



The Villagers' New Home



You find the citizens of Avon, Huzu, and Hamelia on the third floor of this Tower. They set up a variety of services you can take advantage of. The Inn is free, and the Priest of Avon is happy to perform the usual variety of religious duties, including saving your game. A merchant also brought his whole stock. If you need more Herbs or even a Pixy Sword, get them there.



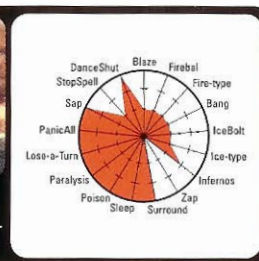
The Mountain Tower in the Present

When you visit the Mountain Tower in the present at Azmov's request, you find yourself confronted with two midlevel Bosses. Information on them follows.

KingSlime



HP: 670
MP: 70



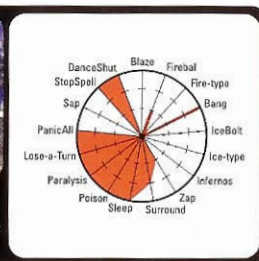
This KingSlime is a stronger version of the KingSlime you fought in these halls before. It has two basic attacks: a normal blow and a smothering attack

that can do 50HP or more in damage. Because it has two attacks per round, the damage can add up quickly!

GigaMute



HP: 1,050
MP: 0

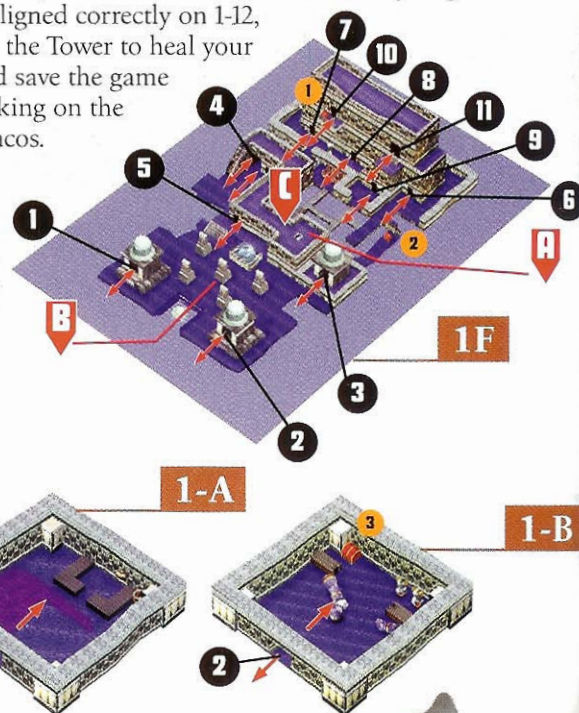


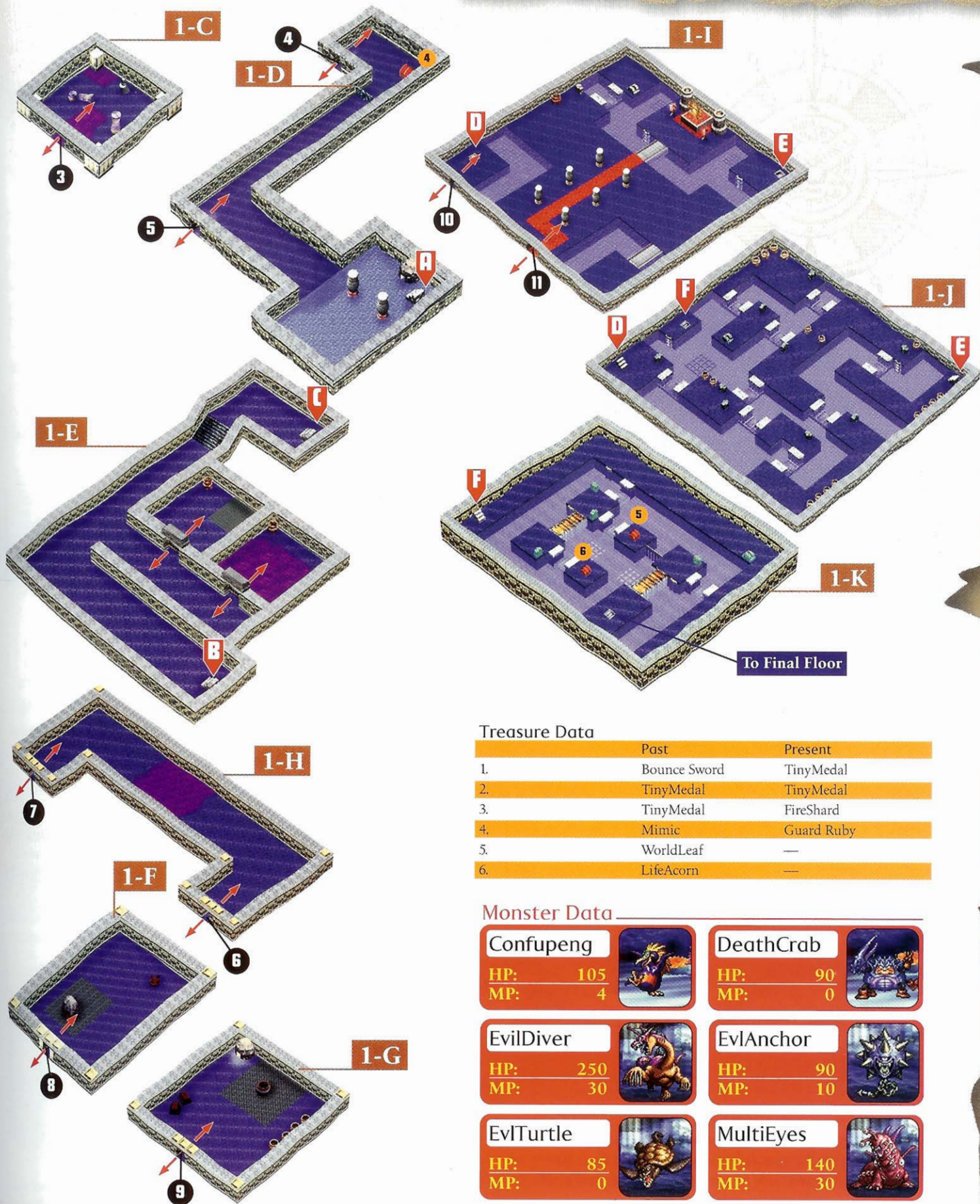
Compared to Gracos, the GigaMute is a piece of cake! He, too, uses ice breath attacks to chill his opponents, but you should know how to counter the

damage from that. The GigaMute also has a jump attack that does about 50HP of damage to a single person.

Underwater City

The Underwater City is unusually dangerous. EvilDivers, which can easily wipe out your party with their deadly breath attacks, prowl its corridors. Explore the Underwater City in parts, leaving when battle weakens your party to return to the relative safety of the Mountain Tower. When you get the bridges aligned correctly on 1-12, return to the Tower to heal your party and save the game before taking on the Boss, Gracos.





Treasure Data

	Past	Present
1.	Bounce Sword	TinyMedal
2.	TinyMedal	TinyMedal
3.	TinyMedal	FireShard
4.	Mimic	Guard Ruby
5.	WorldLeaf	—
6.	LifeAcorn	—

Monster Data

Confupeng

HP: 105
MP: 4



DeathCrab

HP: 90
MP: 0



EvilDiver

HP: 250
MP: 30



EvlAnchor

HP: 90
MP: 10



EvlTurtle

HP: 85
MP: 0



MultiEyes

HP: 140
MP: 30



Parasnail

HP: 80
MP: 12



PutreFish

HP: 85
MP: 0



SeaHorser

HP: 78
MP: 20



WellLure

HP: 120
MP: 0



Remarkable Pottery

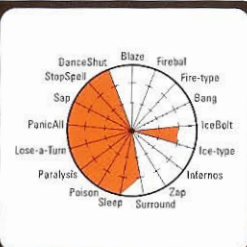


Solve the bridge puzzles on I-11 and I-12 through the use of special, far-flying vases designed by a past inhabitant. These vases are designed to be thrown long distances, and you can use them to trigger button switches across channels.

Gracos



HP: 1,400
MP: 90



Gracos is tough. He has lots of Ice- and Water-type attacks, both in spell and breath form. This makes life tough if you can't protect yourselves from the

damage they cause. Gracos has two attacks per round and has a variety of attack styles, from his brutal Beat Down attack (which affects the whole party) to his deadly Poison Mist attack. Also watch out for his ice breath and Tsunami attacks.

Protect your party from the effects of ice breath attacks now with the Shepherd skill WoolGuard. If no one has this ability (if they don't, you might seriously consider going back to a pre-flood save to train a character in the Shepherd class), then you will have a tough time in this battle and against Gracos V in the present portion of this scenario. Because of the amount of damage Gracos can inflict per round, make sure your entire party can heal themselves and cure Poison if need be. You also want to give one character the TimeSand item—in case you need to restart the battle. Dedicate one character to healing and the other two to attacking. Good attacks for this battle are the Fighter's WindBeast, any PsycheUp charged attack, and the Shepherd's Stamped.

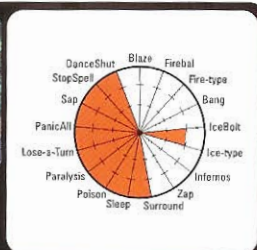
The Underwater City in the Present

When you revisit this location in the present, you find the halls devoid of monsters. However, a descendant of Gracos rebuilt the throne room and lies in wait for treasure seekers. If you defeat him, he'll give you some of his treasure. Be warned, though: Gracos V is stronger than the original!

Gracos V



HP: 1,500
MP: 100



Gracos V is a stronger, nastier version of Gracos. He has three big Ice-type attacks: two ice breath attacks and the SnowStorm spell. WoolGuard can

be a lifesaver in this battle, because it protects your party from these attacks. Gracos V has the same Poison Mist attack as his ancestor and the same brutal physical attack. However, Gracos V's attacks are stronger and can do more damage. Because it is unlikely that your party has grown much since the battle with Gracos, you need to compensate with greater diligence in healing. For this battle, have Gabo use WindBeast (guaranteed to do 60–80HP of damage) on every round, while Hero and Maribel concentrate on healing wounds. In several rounds, all three party members may have to heal themselves. Again, this battle is a good candidate for the TimeSand item if things go horribly wrong.

Part 14: Quest to Awaken the Great Hero

Recommended Level: 23

The quest to awaken the Great Hero, Melvin, may only be a subquest, but it is a darn important one! Although you can perform this quest at any point before opening the Traveler's Gate to Mardra, it is a good idea to do it now. That way you have plenty of time to level up Melvin and train him in a couple of Character Classes before you lose another team member. Besides, Melvin is a great addition to your party.

Step-by-Step Walkthrough

1. Sail to Mezar, a town on a small island in the southeast corner of the World Map. Go to the Pub, where you meet a man named Nicola, who is looking for people to search for the Great Hero.
2. Go to Nicola's house in the northwest corner of town, and agree to look for the Great Hero. Follow him to the treasury through a subterranean tunnel. Get the Carpet.
3. Take the Carpet outside town to try it out. When it doesn't work, return to Mezar and tell Nicola.
4. Find Nicola in his treasury and console him. Then return to his house and speak with the maid. Show her the MermMoon.
5. Meet the maid behind the temple, and help her search for the hidden entrance to the Magic Carpet's hiding place. Get the Magic Carpet.
6. Use the Magic Carpet to reach the Hero Shrine near Mezar. Get the WindShard.
7. Go to Estard City, and talk to Hondara in the Inn. Learn that he sold the HotStone to Brugeo.
8. Visit Brugeo's Mansions in Krage and Litorud. Then go to his mansion outside Orph. Use the Magic Carpet to sail across the bay.
9. Talk to Brugeo. Convince him to lend you the HotStone. Get the LandShard from the chest in his basement and the Magic Key from a chest in his bedroom.
10. Head to the site of present-day Hamelia. To the northwest, up the river, you find the site of the Medal King's Castle. West of that, on the other side of a lake, you find the Tallest Tower. Use the HotStone to open the door.

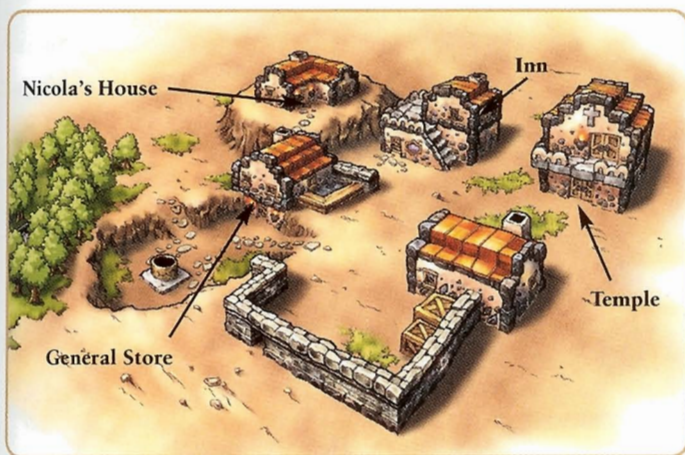
- Climb to the top of the Tallest Tower, and use the HotStone to awaken Melvin, the Great Hero. Get the FireShard.

TIP

With the Magic Carpet, travel down the Nila River to the rebuilt Sphinx. Look for an AquaShard on the fifth floor (the room in the head).

Mezar

The village of Mezar and the island on which it rests appear at the same time Dharma Island reemerges in the present. In fact, you hear people in the Dharma Temple and surrounding areas talking about both the village and the Magic Carpet. This rumor alone should send you running for your ship. Unfortunately, you can't get the Magic Carpet until you acquire the MermMoon.



Facilities in Mezar:

Inn: 20G Per Night



General Store (Present)

Item	Effect	Cost
Chain Whip	ATK +33	2,500G
Dagger	ATK +30	1,500G
Iron Armor	DEF +30	3,300G
Shell Armor	DEF +33	3,800G
White Shield	DEF +16	2,000G
Magic Shield	DEF +18	5,000G
IronMask	DEF +22	3,500G

The Secret Staircases



Getting the Magic Carpet is like going on a wild goose chase. To get the first Carpet, follow Nicola to a well-hidden set of stairs that lead into the cavern beneath the village. The stairs are hidden by trees, so look closely to find them.



The second set of hidden stairs comes into play when you try to get the real Magic Carpet. These stairs are behind the temple. Just look at the ground, and you should find their outline before Nicola's maid does!

The Fake Great Hero



Return to Mezar once you revive Melvin to find an imposter already dining at Nicola's house. Whether or not you bust him is up to you.

Brugeo's Mansion

If you wandered around the Orph region in the present, you probably ran across the dock for ships sailing across the lake to Brugeo's mansion. You probably also wondered how you were ever going to get across the lake to see the mansion, because Brugeo is almost never home. With the Magic Carpet, your dilemma is solved!



The HotStone

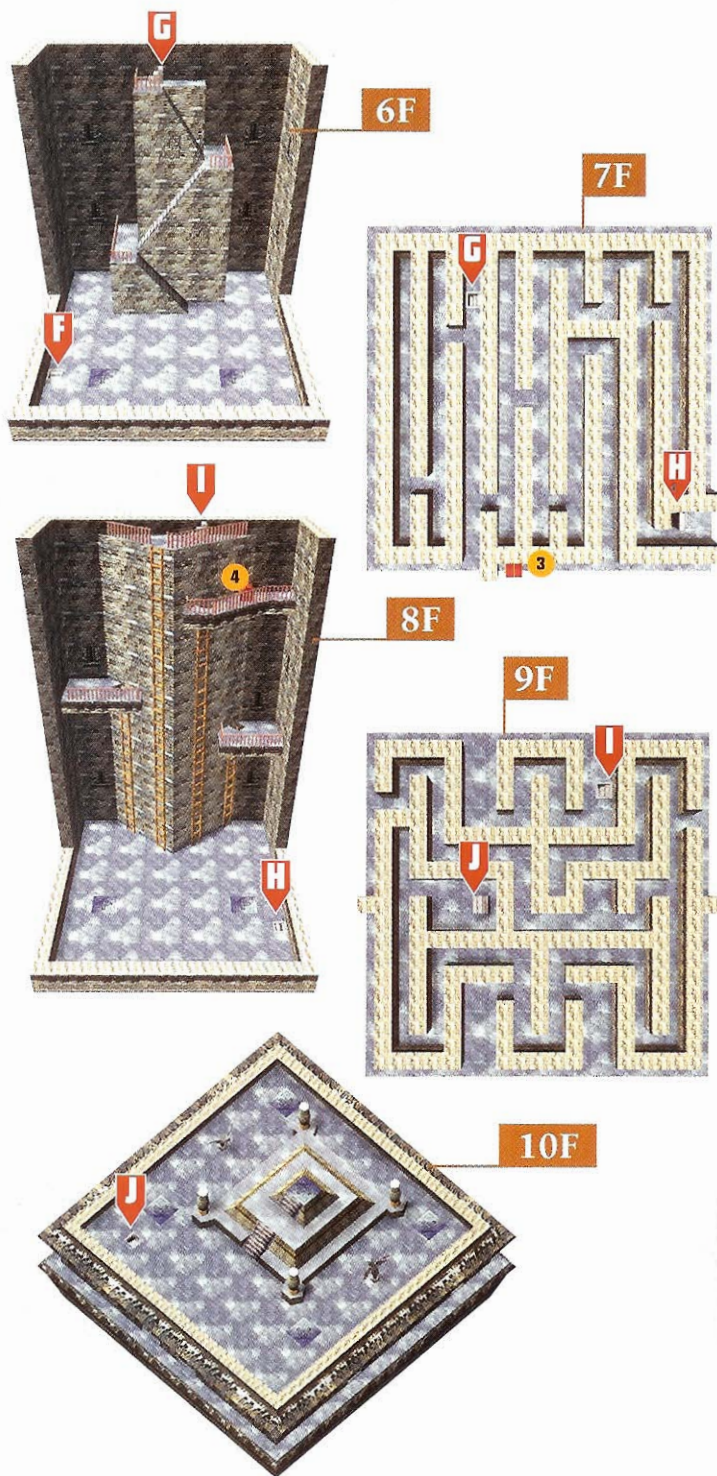
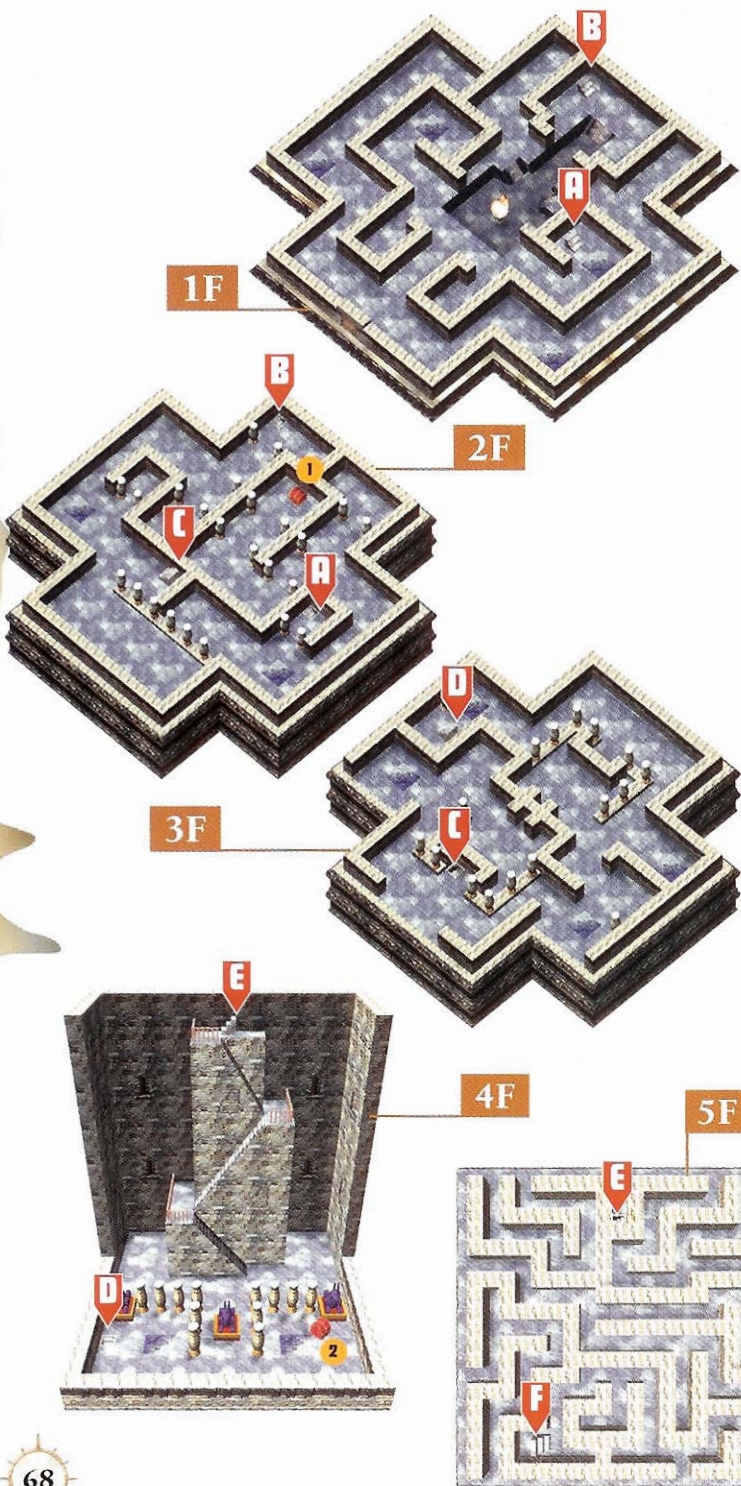


You need an item called the HotStone to revive the Great Hero, Melvin. If you talk to Hondara before visiting the Hero Shrine, you'll find out that he found this strange stone and is looking for a buyer. Unfortunately, he won't sell it to you. When you revisit him after the event at the Hero Shrine, you find that he sold the HotStone to a wealthy man named

Brugeo. After a cursory trip to his two vacation homes, head to his mansion to see if he will lend you the HotStone.

Tallest Tower

The Tallest Tower lies to the west of the Medal King's Castle. You don't know where the Medal King's Castle is? Look to the northwest of Hamelia, across the river from the Mountain Tower. You can only open the Tallest Tower with the HotStone. To revive the Great Hero, Melvin, simply climb to the very top of the Tower, and hold the HotStone up to the sky.



Treasure Data

	Present
1.	AGL Scarf
2.	370G
3.	TinyMedal
4.	Empty!

Monster Data

Bugbear	Chargon
HP: 80	HP: 105
MP: 15	MP: 0

Part 15: PROBINA REGION

ColumnMan

HP: 85
MP: 10



Dumbira

HP: 99
MP: 7



PutreMan

HP: 102
MP: 0



SheepBird

HP: 77
MP: 0



SkyFrog

HP: 72
MP: 0



Part 15: Probina Region

Recommended Level: 24

The region of Probina has long been protected from invasion by the magical powers of a golden Goddess Statue. Unfortunately, the neighboring powers decided they deserve that guardianship and have come to demand their rights—even if it means destroying Probina. You need to ask yourself how another country can invade a region sealed off from the world.

WindShards Needed to Activate the Probina Traveler's Gate

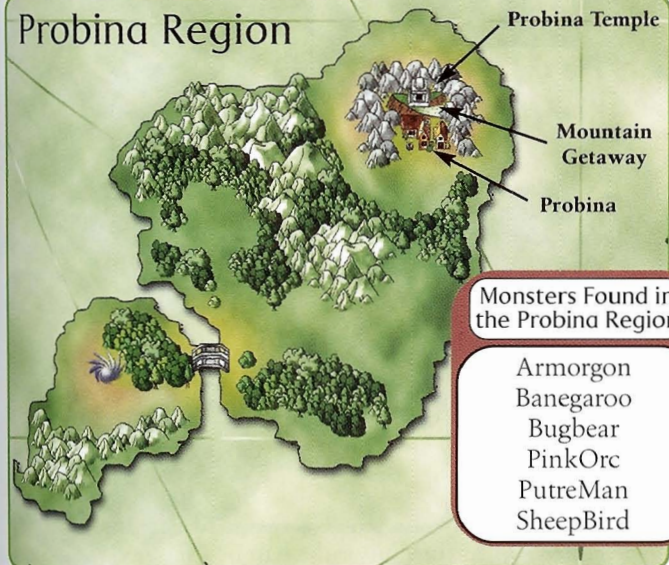
Litorud (Present): Treasure chest in Dr. Creyney's basement

Baloch's Studio (Present): Treasure room on the top floor

Mountain Tower (Past): From the Bard

Hamelia (Past): Treasure room beneath the Pub, once the flood recedes

Probina Region



Monsters Found in the Probina Region

Armorgon
Banegaroo
Bugbear
PinkOrc
PutreMan
SheepBird

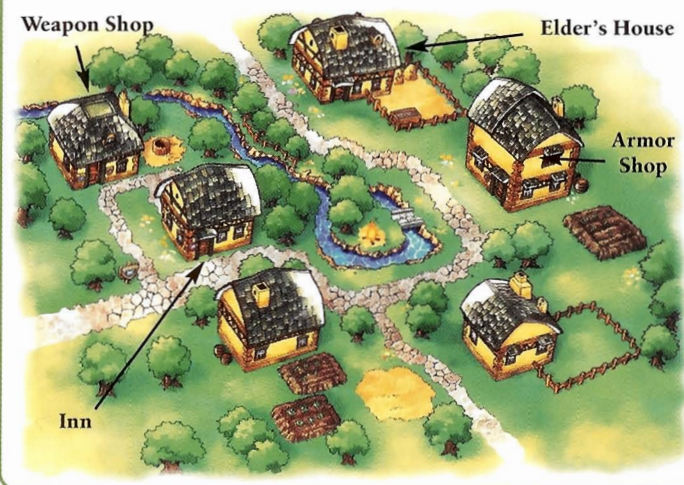
Step-by-Step Walkthrough

1. Cross the bridge and head straight toward Probina. Talk to the townspeople to learn of the impending invasion by the forces of Raguraz.
2. Go to the temple at the top of the mountain by way of the Mountain Gateway. Talk to the Priest and Elder Ordeux.
3. Return to Probina in pursuit of Razuel. Stop by the General Store, and get the Platinum Sword from the shopkeeper.

4. Catch up with Razuel at the bridge.
5. When the invasion starts, return to Probina and talk to Razuel in the center of town. Agree to take his message to the Priest on the mountaintop.
6. Tell the Priest about the invasion. Follow him to the back of the temple, and offer to help Razuel retrieve the items he needs from the basement.
7. After the battle return to town and search for Razuel. Examine the box Razuel drops, and get the Goddess Picture and Priest Key. Look at the Goddess Picture, and show it to Razuel.
8. Head back to the bridge, and get the Legs and Torso of the Goddess Statue.
9. Return to Probina and after showing the statue pieces to Razuel, carry them to the spring behind the temple on top of the mountain. Keep the DragonMan busy until Razuel arrives to heal the Goddess Statue.
10. Defeat the weakened DragonMan.
11. Return to the present, and set sail for Probina.
12. Travel through the Mountain Gateway to the temple. Get the LandShard from the chest on the third floor. On the fourth floor, stop to help the old man get to the temple.
13. Using the Priest Key, get the WindShard from the chest in the living quarters of the temple.
14. Return to the Ruins, and use the FireShards to activate the Traveler's Gate to Loomin.

Probina

When you first arrive in Probina, the townspeople are a bit on the edgy side. They are waiting to be invaded by the army of Raguraz, a neighboring superpower. Take care of your own business, then start looking for the town's Elder. Perhaps he can shed some light on the impending crisis.



Facilities in Probina:

Inn: 20G Per Night



General Store (Past)

Item	Effect	Cost
Mace	ATK +43	5,500G
Dragon Whip	ATK +52	7,500G
Hacksaw	ATK +54	8,800G
Flame Claw	ATK +53	7,700G
Ice Claw	ATK +62	9,000G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G

Armor Shop (Past)

Item	Effect	Cost
Wizard Robe	DEF +37	4,200G
Silver Mail	DEF +43	9,100G
Skirt	DEF +45	8,700G
Heavy Armor	DEF +50	9,500G
Platinum Shield	DEF +25	3,500G
Dragon Shield	DEF +26	7,100G
IronMask	DEF +22	3,500G

Weapon Shop (Present)

Item	Effect	Cost
Mace	ATK +43	5,500G
Dragon Whip	ATK +52	7,500G
Hacksaw	ATK +54	8,800G
Flame Claw	ATK +53	7,700G
Ice Claw	ATK +62	9,000G
Sage Staff	ATK +50	15,000G

Armor Shop (Present)

Item	Effect	Cost
Wizard Robe	DEF +37	4,200G
Silver Mail	DEF +43	9,100G
Skirt	DEF +45	8,700G
Magic Armor	DEF +47	11,000G
Dragon Shield	DEF +26	7,100G
IronMask	DEF +22	3,500G
Viking Helm	DEF +25	4,500G

When the Invasion Starts



Right before the invasion starts, when you are chasing Razuel, direct your attention to the General Store. If you stop by, the cowering clerk will give you a Platinum Sword to use in the upcoming battle. It's a decent weapon, and it's *free*!

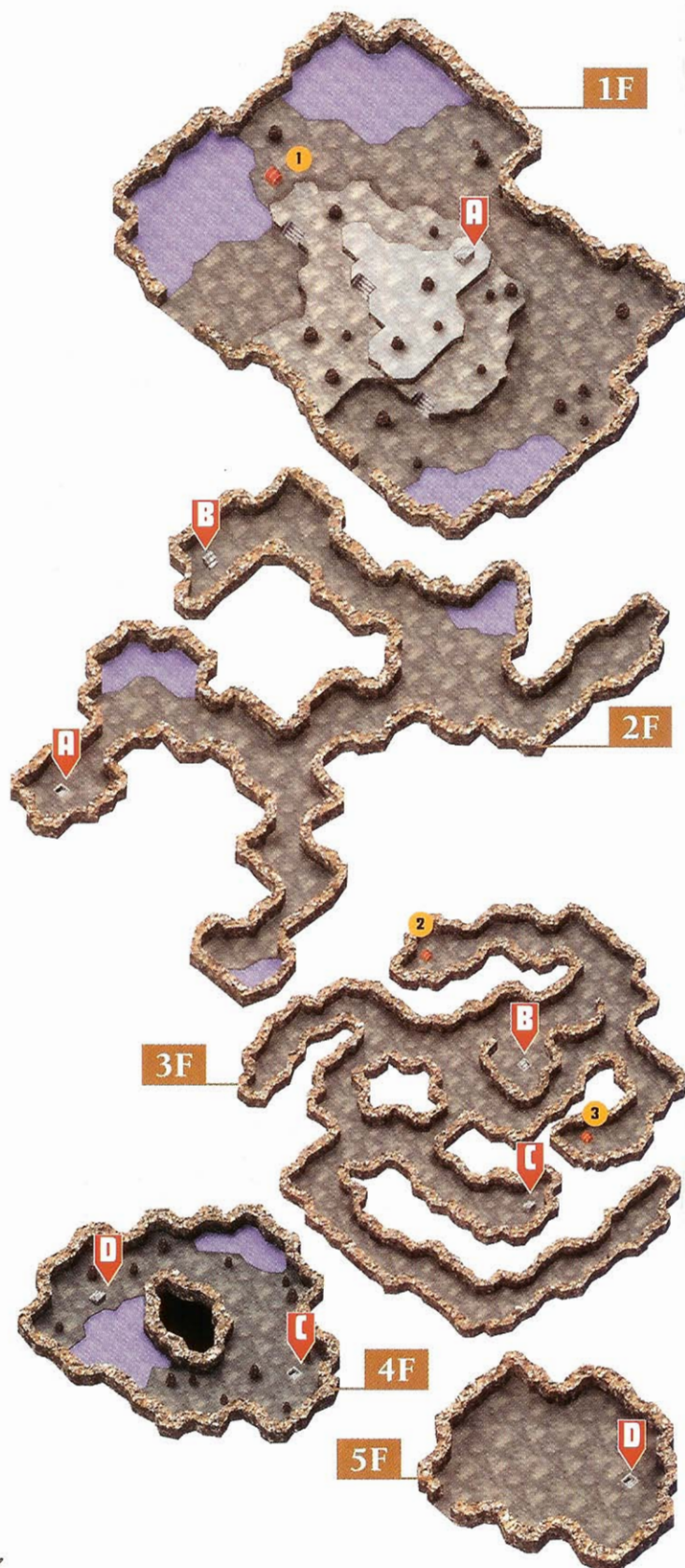
Probina in the Present



In the present, you find the town of Probina structurally unchanged. However, because the Elder's family took over the duties of the Priest in the temple, their old home was turned into a home for the elderly. Talk to the townspeople to see what other wacky changes happened in their families.

Mountain Gateway

To get to the temple, travel through the corridors of the Mountain Gateway. After you find the correct entrance (look for a dirt road to the left of the main route), you find your time in the mountain short and unbothered by monsters. However, because you must travel through this mountain many times, consider making the most of the opportunity to level up your characters.



Treasure Data

	Past	Present
1.	Florajay ♥	Lipsy ♥
2.	530G	LandShard
3.	Cannibox	Cannibox

Part 16: LOOMIN REGION

Monster Data

Armorgon

HP: 90
MP: 0



Babydrak

HP: 85
MP: 0



Banegaroo

HP: 89
MP: 7



Dragon

HP: 160
MP: 0



EvilBook

HP: 64
MP: 6



NailMan

HP: 69
MP: 0



ShadeNite

HP: 62
MP: 0



SlimeLv8

HP: 120
MP: 100



SmileRock

HP: 100
MP: 0



Stalker

HP: 80
MP: 0



The Mountaintop Temple



At the top of the mountain, you find the Probina Temple. If you need to rest or want to save your game, speak with the nun in the living quarters on the first floor. Alternatively, pay a visit to the spring behind the temple. The spring water has special restorative power that completely heals your party whenever they drink from it.

DragonMan



HP: 1,200
MP: 0



actually easy to do if you make healing your team's primary concern. The DragonMan, in his first iteration, uses the following spells and skills: Infernos, Infermost, and QuadHits. He also has a brutal sword attack that does quite a bit of damage. However, if at least two or three of your characters heal wounds every round, you can easily survive even the toughest rounds.

The first time you battle the DragonMan, your main goal is just to stay alive until Razuel shows up and distracts the monster. This is

The second time you go up against the DragonMan, he's pathetically weak and easy to defeat. The resurrection of the Goddess Statue weakens him so that he can only feebly attack you with his sword once every round. Because he misses most of the time, you don't even need to worry much about that attack! Instead, concentrate on attacking as hard as you can in every round.

Part 16: Loomin Region

Recommended Level: 26

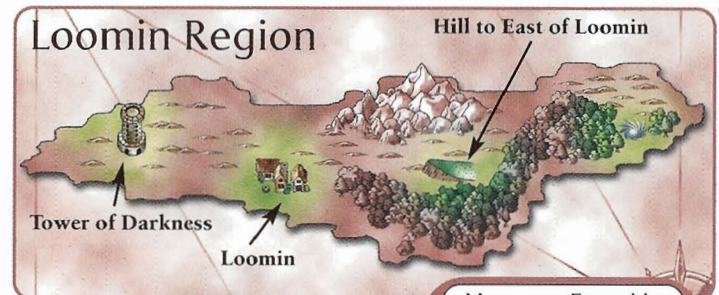
The people of Loomin win the award for the most cursed characters in the game. Before the Demon Lord sealed off their land from the world, a giant, monstrous plant called the HellVine was already attacking the village of Loomin. When DarkDraco arrived and darkened the skies, HellVine withered and died. Unfortunately, Loomin experienced little relief before the DarkDraco's henchmen took over the town and started harassing the inhabitants. Sadly, this is only the beginning of their story....

FireShards Needed to Activate the Loomin Traveler's Gate

Dune Palace (Past): Queen's Treasure Room (after the Palace is rebuilt)

Mountain Tower (Present): Treasure chest on first floor

Mountain Tower (Present): Defeat the GigaMute



Step-by-Step Walkthrough

1. En route to Loomin, stop by the East Hill and get the LandShard. Check out the pile of earth at the top of the hill.
2. Defeat the two Babygoyles guarding Loomin's entrance.
3. Talk to the townspeople and visit the priest hiding in the well in the northwest corner of town. Talk to the nun.
4. Enter the mansion at the north end of town, and defeat Borunga and his guards. Get the Tower Key from the dresser.
5. Go to the Tower of Darkness, and defeat the PinkOrc guarding the entrance.
6. Climb to the top of the Tower. Defeat the two Babygoyles, then take on the DarkDraco.
7. Return to the present and sail to Loomin.
8. Talk to the Monster Guru in the house behind Loomin's ruins. Get the bag of BeefJerky and instructions about capturing monsters for the Monster Park.
9. Return to the Ruins and travel back in time to Loomin.
10. Defeat all the VineRoots in the town. Go to the mansion, and help the owner defend the upstairs against the VineRoots.
11. Go to the town well and enter Loomin Well Cave. Follow the retreating VineRoot to the HellVine's lair.
12. Defeat the HellVine to win the WindShard.

Monsters Found in the Loomin Region

Broadaxer
Healer
RhinoKing
Stalker
Thunderat

13. Return to the present and sail to Loomin for the second time. Check to see if Loomin is in ruins.
14. Return to Loomin in the past, and find out what's wrong.
15. Talk to the townspeople to hear their concerns about Sieble (the owner of the mansion) and his overgrown pet, Chibi.
16. Talk to Sieble to get his side of the story.
17. Refuse to help the townspeople kill Chibi.
18. Agree to help Sieble take Chibi to nearby East Hill.
19. When the HellWorms invade Loomin, help the townspeople battle them. When reminded to do so, return to Sieble's mansion to help him fend off more HellWorms.
20. Return to the present and visit Loomin a third time.
21. Get the ? Shard from the top of the Tower of Darkness.
22. Return to the Ruins and use your FireShards to open the Traveler's Gate to the Mardra region.

Loomin

If not for all the pockmarks on the ground and the long-suffering looks on the faces of the townspeople, Loomin would probably be a lovely town. Of course, that's most likely why it attracts so many invaders. When you first arrive, tread softly until you talk to the townspeople and get an idea where the DarkDraco's troops were deployed. Then work on taking them out and freeing the townspeople—at least temporarily.



Facilities in Loomin:



Inn: 25G Per Night

Mini-Mini Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Pot Lid	DEF +2	40G

Weapon Shop (Past)

Item	Effect	Cost
Flame Claw	ATK +53	7,700G
Hacksaw	ATK +54	8,800G
Ice Claw	ATK +62	9,000G
War Hammer	ATK +64	12,000G

Armor Shop (Past)

Item	Effect	Cost
Wizard Robe	DEF +37	4,200G
Silver Mail	DEF +43	9,100G
Heavy Armor	DEF +50	9,500G
Dragon Shield	DEF +26	7,100G
IronMask	DEF +22	3,500G

Weapon Shop (Present)

Item	Effect	Cost
Flame Claw	ATK +53	7,700G
Hacksaw	ATK +54	8,800G
Ice Claw	ATK +62	9,000G
War Hammer	ATK +64	12,000G

Armor Shop (Present)

Item	Effect	Cost
Wizard Robe	DEF +37	4,200G
Silver Mail	DEF +43	9,100G
Heavy Armor	DEF +50	9,500G
Dragon Shield	DEF +26	7,100G
Expel Shield	DEF +32	11,000G
IronMask	DEF +22	3,500G

PinkOrcs and Babygoyles



Loomin is guarded largely by PinkOrcs and Babygoyles, all of whom are under the command of Borunga, head of the DarkDraco's forces in Loomin. When you run across them in your explorations, feel free to engage them in battle.

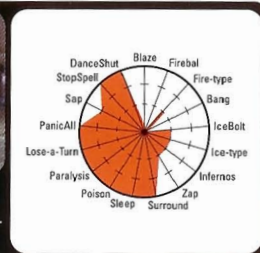
The Well



The safest place in Loomin at the start of the scenario seems to be the well in the northwest corner of town. This is especially true if you are a member of the clergy. If you need to save your game or use any of the Temple's usual services, you'll find the Priest here. However, once

you route the DarkDraco, you find that the HellClown currently stationed in the church and the normal Priest changed places. Naturally, the HellClown attacks you if you climb into the well to gloat. This battle is optional, so you can easily avoid it if you don't feel up to it.

Borunga



About the only good thing about Borunga is that he does not have any magic attacks. Borunga is a fierce competitor, though! His two favorite attacks

inflict 64–80HP of damage, which can really hurt at this point. However, Borunga only attacks once per round, so you have plenty of time to heal your wounded party members before the next hit.

Part 16: LOOMIN REGION

VineRoot



HP: 185
MP: 0

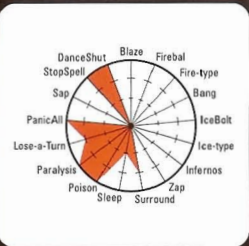


The problem with the VineRoots is that there are a ton of them! Fortunately, they are easy to defeat without taking too much damage.

HellWorm



HP: 500
MP: 0



Unlike the VineRoots, the HellWorms are formidable opponents. These monsters have a whopping 500HP apiece; they also have a poison gas

attack and a SpiderWeb attack in addition to their normal attacks. Be careful when fighting these monsters, because severe wounds can easily sneak up on you.

Loomin in the Present



This is not acceptable. We must return to Loomin to see what happened.

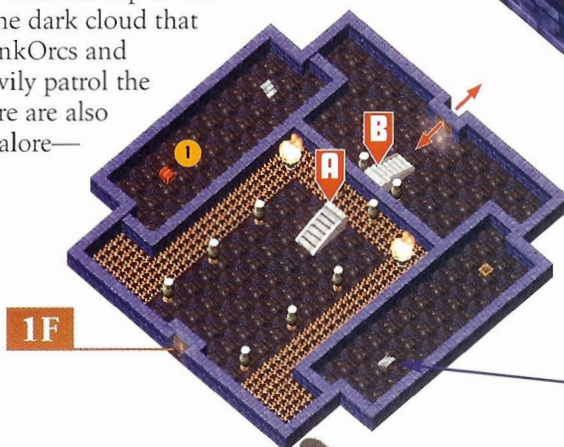


My dream is to build a Monster Park, right here!

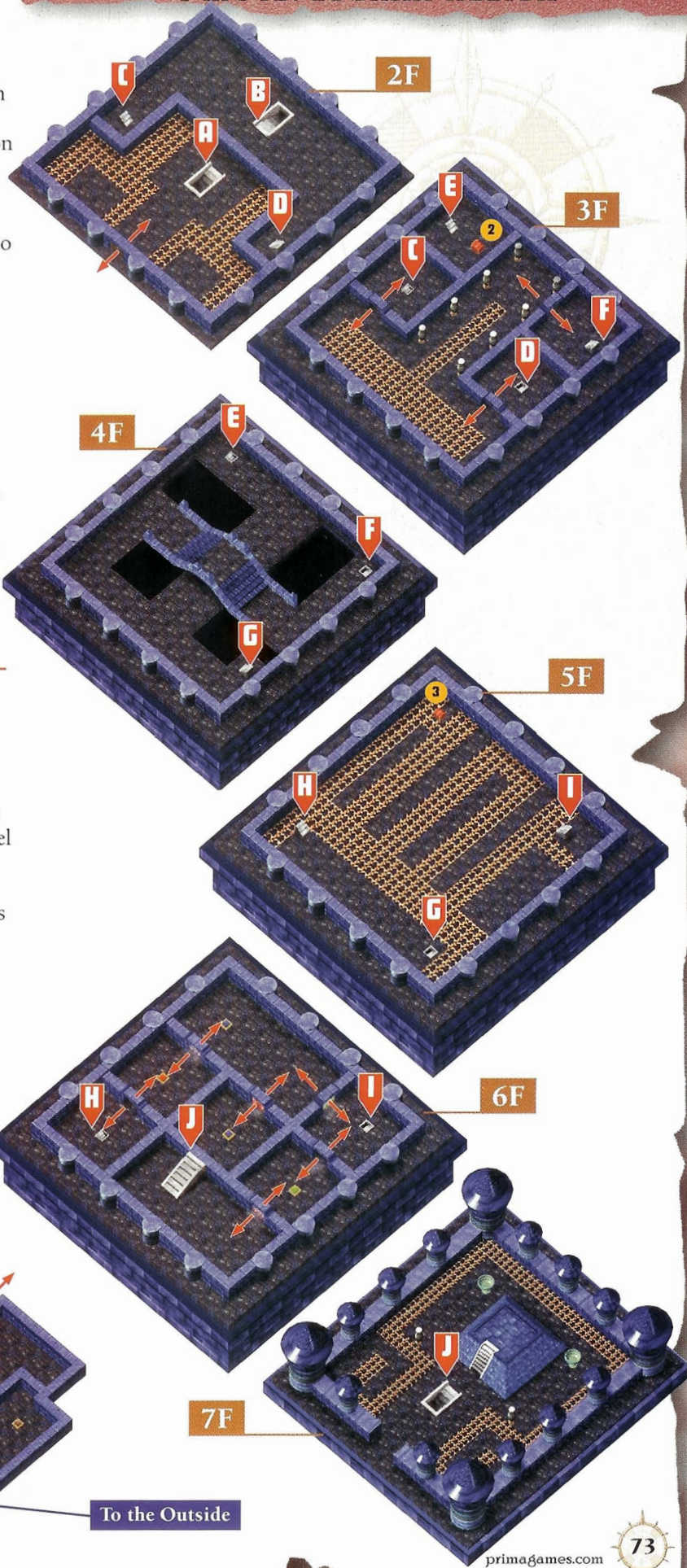
The actions you take in the past to rescue Loomin from its many invasions determine whether the town exists in the present. If you come back to Loomin and find the town in ruins, you'll know your job in the past is not done. However, feel free to stop by the small house to the north of town to find a man with an interesting dream. He wants to build a Monster Park and needs volunteers to help round up monsters and provide BluePrints for future habitats. This sounds like a job for you, Hero!

Tower of Darkness

The Tower of Darkness is the new home of the DarkDraco, a psychotic dragon employed by the real Demon Lord. He lives at the top of the Tower, generating the dark cloud that engulfs the land. PinkOrcs and other monsters heavily patrol the way to the top. There are also traps and puzzles galore—not that they will stop you!



To the Outside



Treasure Data

	Past	Present
1.	TinyMedal	TinyMedal
2.	Tempt Sword	280G
3.	Potion	Mimic

Monster Data

Armorgon HP: 90 MP: 0		BabyDevil HP: 95 MP: 15	
BabyDrak HP: 85 MP: 0		Broadaxer HP: 76 MP: 0	
Curer HP: 68 MP: 50		Dragon HP: 160 MP: 0	
LizrdBird HP: 90 MP: 0		RhinoKing HP: 76 MP: 0	

Outside the Tower



Your success scaling the Tower partly comes from your willingness to explore the balconies and walkways outside the building. These areas are not necessarily represented on the dungeon maps, but are important nonetheless. Besides, you might find some awesome treasures!

DarkDraco



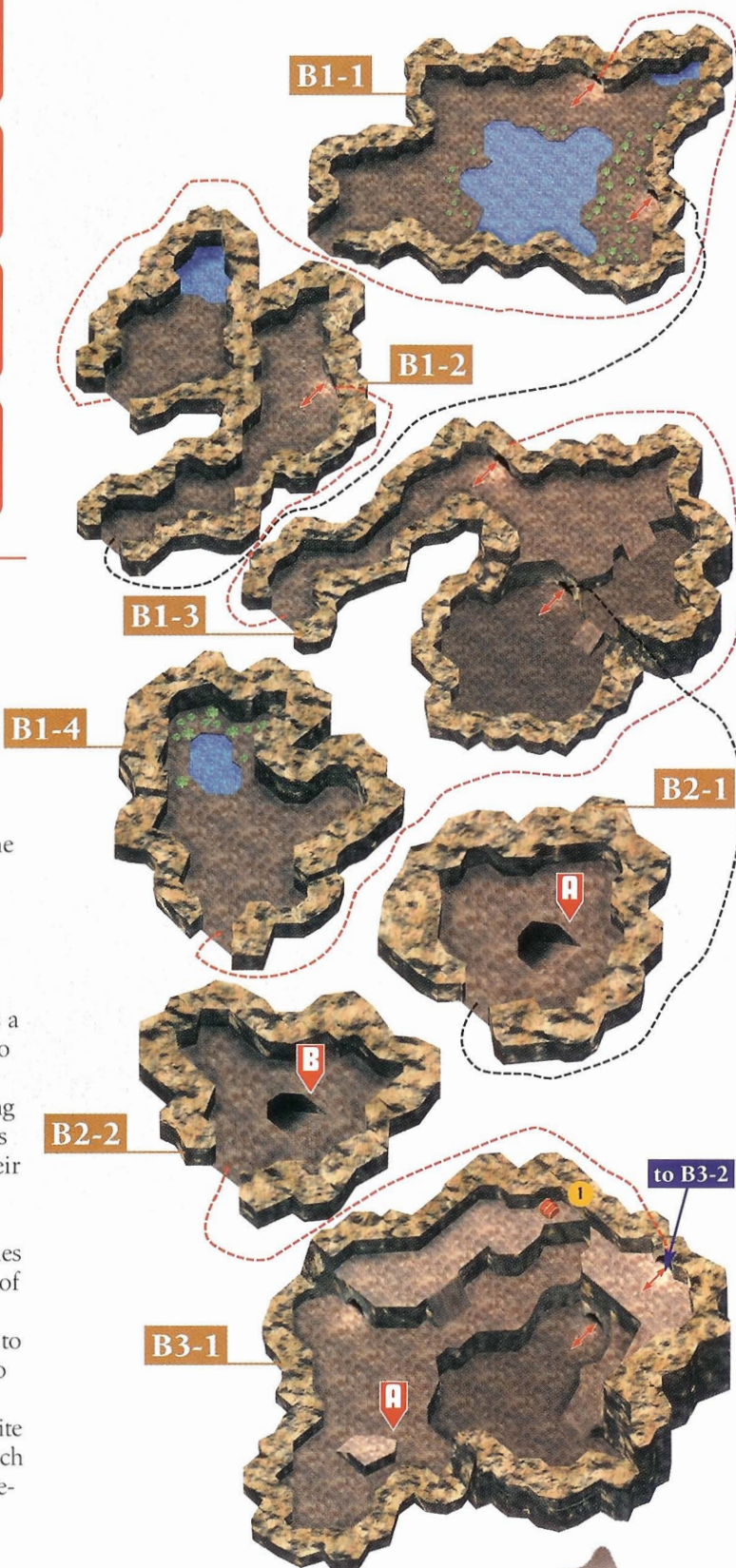
HP: 1,350
MP: 0

The DarkDraco is a tough opponent to survive if you've been lax in leveling up your characters and increasing their Character Class Levels. The DarkDraco breathes

both ice (which you should be used to) and fire. A quick scan of the spells section tells you the best way to counter this is with the Barrier spell. However, you need a Lv 2 Sage in your party to cast it. If you don't have a character with that spell, you need to put more people on healing duty. In addition to the breath attacks, the DarkDraco also uses WindBeast and has a nasty bite attack. It is resistant to most usual support spells and skills such as Surround and Sleep. However, it is vulnerable to Sap, all Fire-based spells and skills, and Bang spells.

Loomin Well Cave

Once you defeat the DarkDraco, an old nemesis returns to haunt the town of Loomin. This time its base is deep below the town itself instead of on the East Hill. To put an end to its domination once and for all, you need to travel through the cave in pursuit of one of its retreating roots!



Part 17: Mardra Region

Recommended Level: 27

The history behind the Mardra region is complex and highly political. For many years the country of Mardra was at the mercy of the Raguraz army until their current king, King Zeppel, ascended to the throne. Of the reforms that King Zeppel introduced, the one with the most impact is the renaissance of the Magical Arts. Mardra was finally able to defeat Raguraz and bring peace to the land with soldiers trained in magic at the Magic Research Facility. Of course, in an age in which the Demon Lord's influence is felt all over, that peace is not destined to last.

B3-2



to B3-1

Treasure Data

	Past
1.	630G
2.	Devil Armor

Monster Data

BabyDevil HP: 95 MP: 15		DragonMan HP: 77 MP: 0	
FoggyPot HP: 68 MP: 5		KingSlime HP: 140 MP: 35	
LizrdBird HP: 90 MP: 0		ShadeNite HP: 62 MP: 0	

HellVine



Luck largely determines how well you battle the HellVine, which has an interesting variety of spells. First, the HellVine averages two attacks per round.

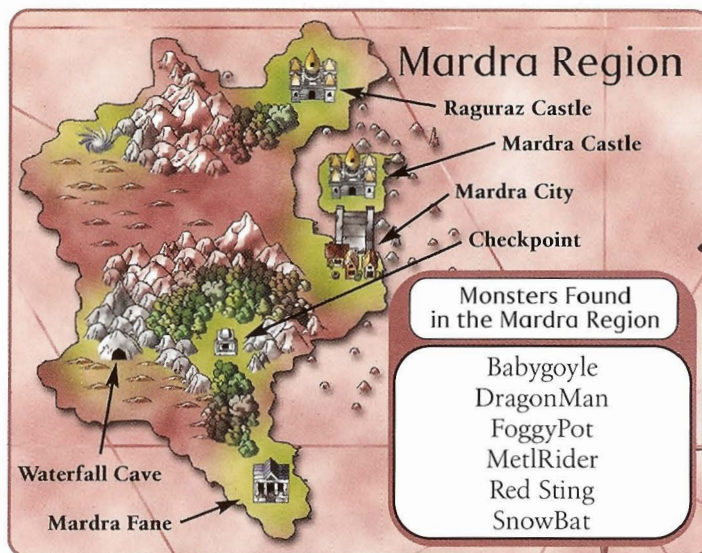
It also has the same Poisonous Mist attack used by the two Gracos. On top of that, the HellVine can put your party to sleep with its Sleep Air attack, blind them with its Radiant attack, and silence them with StopSpell. When used in conjunction with its normal attack, the effect is quite deadly! To make matters worse, two VineRoots accompany the HellVine. However, these evil plants are vulnerable to fire, so have Maribel cast any Fire-type spells she knows while Hero and Melvin heal.

FireShards Needed to Activate the Mardra Traveler's Gate

Hamelia (Present): Treasure chest in Dr. Azmov's storeroom beneath the Pub

Underwater City (Present): Treasure chest in the shrine to the right of the entrance

Tallest Tower (Present): Appears when you wake the Great Hero, Melvin



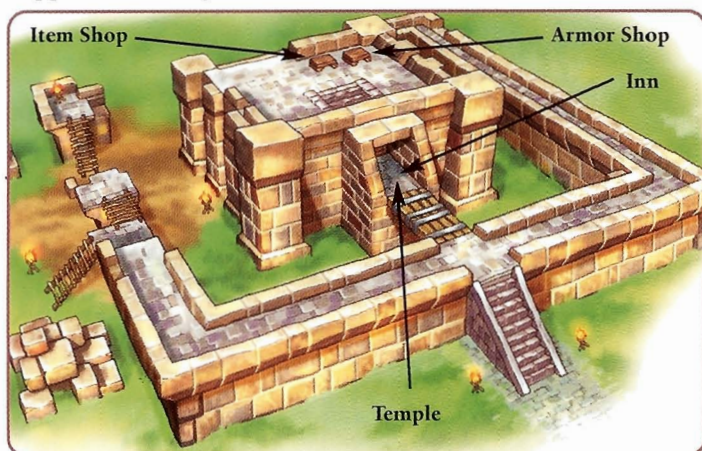
Step-by-Step Walkthrough

1. Go to Raguraz Castle and speak to the King.
2. Go to Mardra Castle. Pretend to be the messenger from Medille to get inside.
3. Talk to the Empress in her room and get the Empress Scroll.
4. Go to the Mardra Fane, and give the Empress Scroll to the High Priest.
5. Go to the Waterfall Cave. Spend the night at the Dwarf's house.
6. In the morning climb to the top of the waterfall and get the StarShard.
7. Return to the Mardra Fane, and bring the StarShard to the High Priest. Get the Priest Scroll.
8. Return to Mardra Castle and use the Priest Scroll to gain an audience with King Zeppel.
9. Return to Mardra City and help the Priest, Dino, when he is attacked.
10. When summoned, return to the Mardra Fane, and talk to the High Priest.
11. Return to Mardra City to detain the King. Defeat the ZoeMage.
12. Go to the Magic Research Facility in Mardra City. Look for the King in a special basement room.
13. Follow the King back to the Castle. Battle Zeppel on the bridge. Because you cannot win this battle, let him defeat you.
14. Help the High Priest cast his counterspell. Defeat Zeppel.

15. Return to the present. Maribel leaves the party to take care of her sick father.
16. Go to Fishbel to visit Maribel and Amitt. Talk to your father, Borkano, about a tribe of dancers in the northwest.
17. Sail to the Deja region, and find the Deja tribe.
18. In the Deja base camp, talk to all the villagers while waiting for the ceremony to end.
19. Follow Aira to a grave site northwest of the base camp.
20. Return to the Deja base camp, and talk to the Chief in his tent. Agree to help Aira search for a master Tula Player. Get the WindShard.
21. Sail to present-day Mardra, and talk to the townspeople about their best musician, Johann.
22. Go to Mardra Castle and talk to Princess Michaela.
23. Go to the Mardra Fane. Talk to the current High Priest to get the clue to open the pathway to the crypt beneath the pond in the courtyard.
24. In the crypt get the WindShard and learn the Majustus spell from the High Priest's tombstone.
25. Return to the Ruins and use the WindShards to activate the Traveler's Gate to the Lefa region.

Raguraz Castle

The Raguraz, once so feared by the people of Probina and Mardra, are no longer a superpower. Their remaining soldiers and citizens are trying to salvage and rebuild their once proud nation. Nowhere is this more obvious than at Raguraz Castle. While you are visiting, talk to the King to find out what happened to bring them down.



Facilities in Raguraz Castle:

Inn: 30G Per Night



Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G

Armor Shop (Past)

Item	Effect	Cost
Steel Armor	DEF +34	5,000G
Silver Breastplate	DEF +36	6,000G
Heavy Armor	DEF +50	9,500G
Iron Shield	DEF +13	920G
White Shield	DEF +16	2,000G
Iron Helm	DEF +16	1,100G
IronMask	DEF +22	3,500G

Mardra City

The city of Mardra is proud of its designation as the center of Magical Arts research. Here you find the Magic Research Facility, an academy dedicated to pursuit of magical knowledge. However, only the Facility's members and those bearing some sort of official documentation can access the Facility. If you want to see their covert research, get someone to sponsor you. A lot of Mages are in this city, but none are sufficiently high in the government to help you.



Facilities in Mardra City:

Inn: 30G Per Night



Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
SpiderWeb	Freezes one enemy	35G
Repellent	Repels monsters	20G
BunnyTail	APR +2	270G

Weapons and Armor Shop (Past)

Item	Effect	Cost
Pixy Sword	ATK +58	8,500G
Lune Fan	ATK +60	7,700G
Ice Claw	ATK +62	9,000G
Skirt	DEF +45	8,700G
Magic Armor	DEF +47	11,000G
Magic Shield	DEF +18	5,000G
Silver Barrette	DEF +14	450G

Item Shop (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
SpiderWeb	Freezes one enemy	35G
Repellent	Repels monsters	20G

Armor Shop (Present)

Item	Effect	Cost
Silver Mail	DEF +43	9,100G
Skirt	DEF +45	8,700G
Magic Armor	DEF +47	11,000G
Spirit Armor	DEF +55	12,000G
Dragon Shield	DEF +26	7,100G
IronMask	DEF +22	3,500G

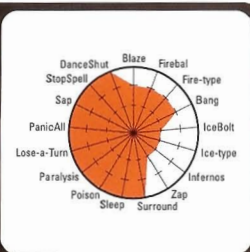
Weapon Shop (Present)

Item	Effect	Cost
Destruct Sword	ATK +42	5,400G
Pixy Sword	ATK +58	8,500G
Lune Fan	ATK +60	7,700G
Ice Claw	ATK +62	9,000G
Tempt Sword	ATK +65	7,300G
Steel Whip	ATK +65	9,500G

ZoeMage



HP: 1,390
MP: 255



The battle with the ZoeMage can take you by surprise, so come prepared! As you would expect, the ZoeMage relies heavily on magic. His repertoire includes Bounce,

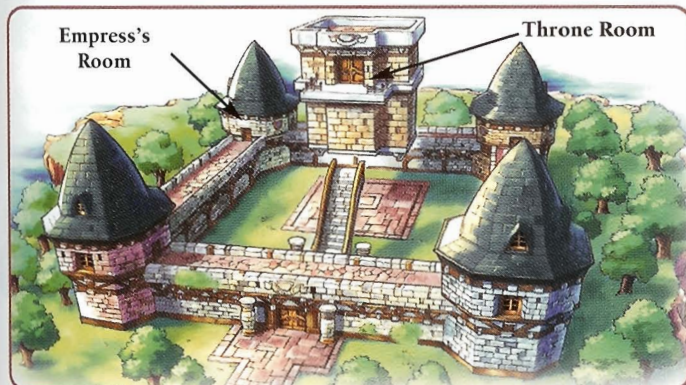
Blazemore, Infermost, and SleepAll. He always casts Bounce on himself so your magic doesn't affect him. When it runs out, you can count on him to cast it again during the next round. Split your team between healing and fighting. Have Gabo attack every round, while Melvin and Hero alternate between healing and attacking. Maribel should heal or cast support spells such as Bounce and MagicWall.

Mardra in the Present



Present-day Mardra has turned its attention from magic to music, and it is now the center of music appreciation and learning! This comes in handy when you must find the world's best Tula Player. While visiting, call on the Princess Michaela, who's so popular that she has her own fan club!

Mardra Castle



The Magically Locked Treasure Chest



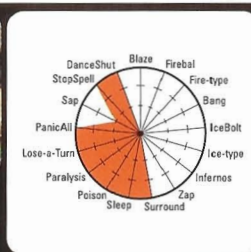
When you have a chance to explore the Castle, check out the treasure chest on the second floor of the southeast turret. Its contents are well protected by a magical spell that you can easily dispel if you can figure out the following riddle: "Through the statue and cross the T..." Can't figure it

out? Enter the square room containing the chest near the door by the Mage statue. Cross the room to the door directly opposite that entrance and exit the room. "Cross the T" by looping to the left and entering and exiting the room through the remaining two doors. When the chest opens, give the contents to the staff maker's helper. He gives you a Bolt Staff later on for your efforts.

Zeppel



HP: 2,200
MP: 255



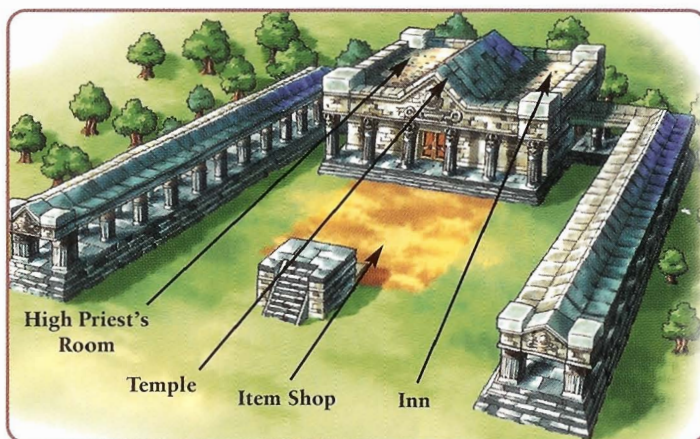
The first time you face Zeppel, he is too powerful to defeat. Just let him kill off your party and be done with it! The High Priest comes along and resurrects your

party, so you lose nothing.

The second time you face Zeppel, the battlefield is much more level. Zeppel is still powerful, but not impossible to defeat. First, this battle is similar to the one with the ZoeMage. Zeppel has many powerful spells such as Blazemost and Firebolt. He also breathes frigid air in addition to his normal attack. As in your battle with the DarkDraco, the Barrier spell comes in handy to lessen the damage caused by all Zeppel's fire and ice attacks. Once you set up that defense, have Hero and Gabo attack Zeppel (WindBeast works well against Zeppel). Maribel should work on lowering Zeppel's defense with Sap while Melvin heals wounds.

Mardra Fane

Mardra Fane is well regarded in Mardra by everyone except the King. In fact, he set up a checkpoint between the Fane and Mardra City to prevent cross-contamination. To get to the Fane, you need to enlist the help of the Empress. She provides you with a letter of recommendation that allows you through the checkpoint so you can deliver her message to the High Priest.



Facilities in Mardra Fane:

Inn: Free



Item Shop (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
SpiderWeb	Freezes 1 Enemy	35G
Repellent	Repels monsters	20G
BunnyTail	APR +2	270G
GuardRuby	DEF +10	3,500G

The Mysterious Staircase



In the middle of the Fane's courtyard, you find a pond with a staircase in the middle. No one knows how to get to the stairs, but a quick exploration of the area should give you some ideas. The courtyard is a large square area with doors to the north, east, south, and west. Near the western door, you find a large statue of a Mage. Try the "Through the statue and cross the T" technique that you employed earlier, and you'll find a way to get across the pond.

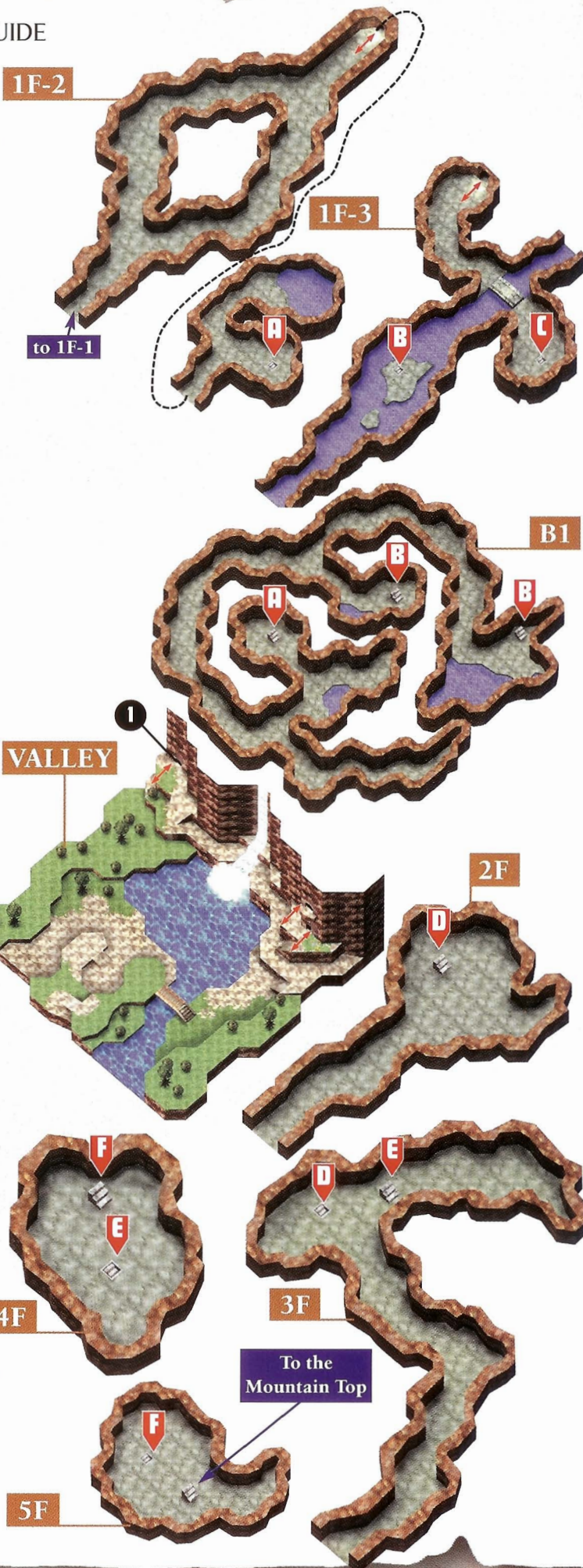
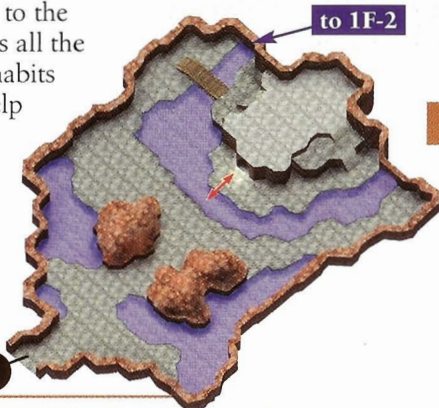
Mardra Fane in the Present



Visit the Mardra Fane in the present, especially the underground crypt that the mysterious staircase leads to. The High Priest is buried here, and it contains his final promise to you—the knowledge of the Majustus spell. This spell is engraved on his tombstone. Read it to add the spell to Hero's list.

Waterfall Cave

To get the StarShard, the High Priest needs to complete his spell and then you need to climb to the top of the waterfall to the west of the Fane. Fortunately, this trip is not arduous. The trickiest part is getting past the waterfall to the cave entrance on the opposite side. Look for a small guest house carved into the mountain, and talk to the Dwarf inside. He knows all the waterfall's moods and habits and gives you all the help he can to pass it.



Part 18: LEFA REGION

Monster Data

Armorgon HP: 90 MP: 0		BabyDevil HP: 95 MP: 15	
DarkThief HP: 130 MP: 0		KilStar HP: 110 MP: 8	
LizrdBird HP: 90 MP: 0		RedSting HP: 98 MP: 0	
SheepBird HP: 77 MP: 0		Thunderat HP: 66 MP: 0	
VenomHork HP: 120 MP: 0			

The Dwarf's Guest House



To cross the waterfall and continue your ascent up the mountain, wait until the waterfall comes to a halt in the wee hours of the morning. This necessitates spending the night at the Dwarf's guest house. While he doesn't ask for payment that morning, stop by on your way back down to pay him.

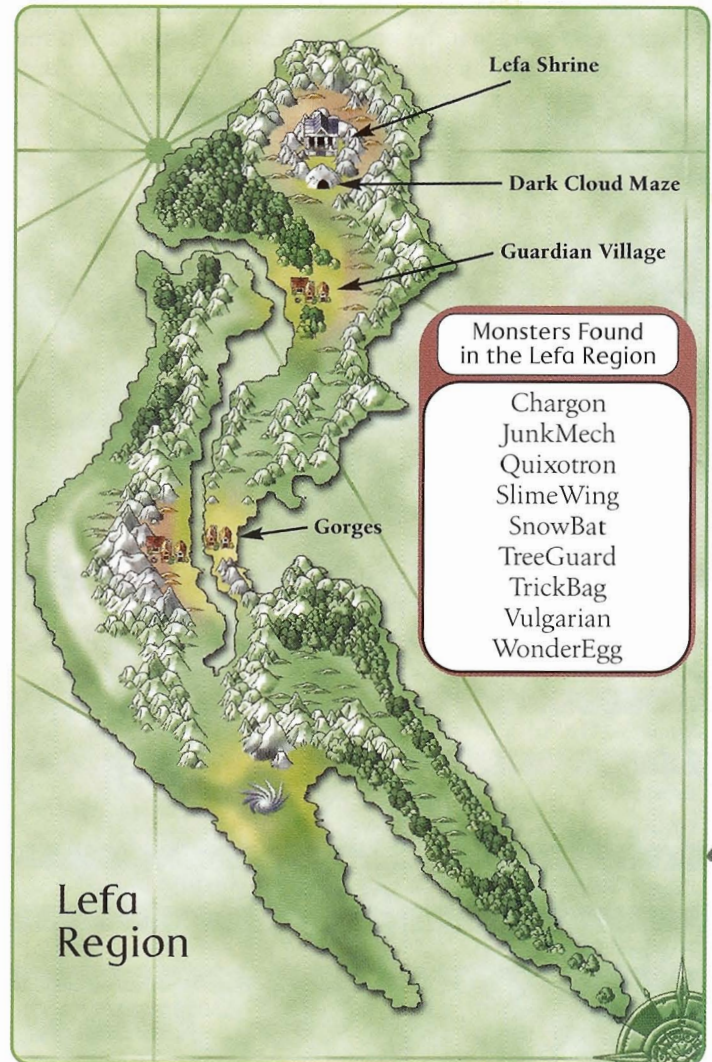
Part 18: Lefa Region

Recommended Level: 29

The Lefa region is home to an unusual race. The Lefans are born with wings and can fly when the winds are right. For the longest time, the wind has blown "just right," and the Lefans depend on their ability to fly, all but forgetting how to walk. The Demon Lord preys on the Lefans' fear of the wind dying down and has attacked the Fane, which is considered the source of the Lefans' wind control.

WindShards Needed to Activate the Lefa Traveler's Gate

Soldiers of God Shrine: Treasure chest in the shrine
Probina Temple (Present): Treasure chest belonging to the old Priest
Loomin Well Cave (Past): After defeating the HellVine
Mardra Fane (Present): Treasure chest in hidden crypt
Deja Base Camp (Present): From Aira



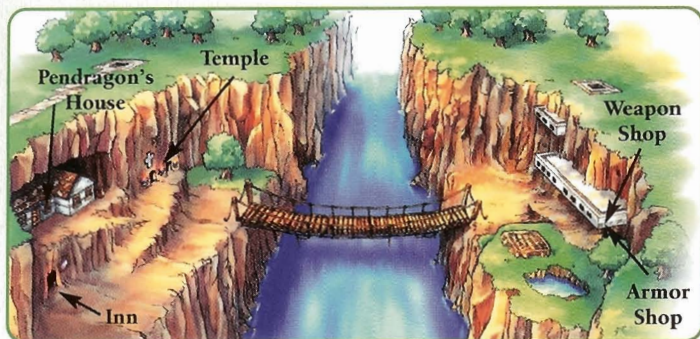
Step-by-Step Walkthrough

1. Go to the town of Gorges, and speak to Pendragon in the house above the Inn. Offer to go to the Lefa Fane to retrieve the BlissRock.
2. Go to the Dark Cloud Maze and defeat the HellGenie.
3. Enter the Lefa Fane and get the BlissRock from the altar on the fourth floor.
4. Take the BlissRock back to Pendragon.
5. When the wind dies down, search for Firia at the top of the gorge.
6. Return to the Dark Cloud Maze and the Lefa Fane with Firia. Return the BlissRock to the altar.
7. Use the rotating panels on the fourth floor to create a wind tunnel from the BlissRock's room to the darkness-enshrouded statue outside.
8. Defeat the HellCloud.
9. Return to Gorges. Get the BlissRock.
10. Return to the present and set sail for Lefa.
11. Go to Lefa Fane and get the AquaShard and LandShard.
12. Return to the Ruins and use the LandShard to open the Traveler's Gate to Labres.

Gorges

Gorges is the main Lefan town and is in a state of turmoil following the invasion of the Lefa Fane. The town's leader, Pendragon, fears the invasion of the Fane will lead to the end of the favorable winds. He's looking for a few good men and women to break into the Fane and retrieve the BlissRock, a

holy object the Lefans consider the source of their good winds. His greatest fear is that the population will be paralyzed if the winds die down and forced to succumb to the Demon Lord.



Facilities in Gorges:

Inn: 50G Per Night

Armor Shop (Past and Present)

Item	Effect	Cost
Skirt	DEF +45	8,700G
Magic Armor	DEF +47	11,000G
Spirit Armor	DEF +55	12,000G
Angel Robe	DEF +55	11,000G
White Shield	DEF +16	2,000G
Magic Shield	DEF +18	5,000G
Expel Shield	DEF +32	11,000G

Weapon Shop (Past and Present)

Item	Effect	Cost
Dragon Whip	ATK +52	7,500G
Flame Claw	ATK +53	7,700G
Pixy Sword	ATK +58	8,500G
War Hammer	ATK +64	12,000G
Flame Boomerang	ATK +65	13,000G

Item Shop (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels monsters	20G
WarpWing	Returns you to town	25G

Talking to the Flying Lefans



Many Lefans can only be found flying around the town. To talk to them, get to their level. On the eastern side of Gorges are little balconies built in the rock side. Hop down to them from the top of the gorge, and talk to the flying Lefans that way.

Gorges in the Present



In the present, you find the Lefans no longer know how to fly. In fact, most of the inhabitants think it is just a myth!

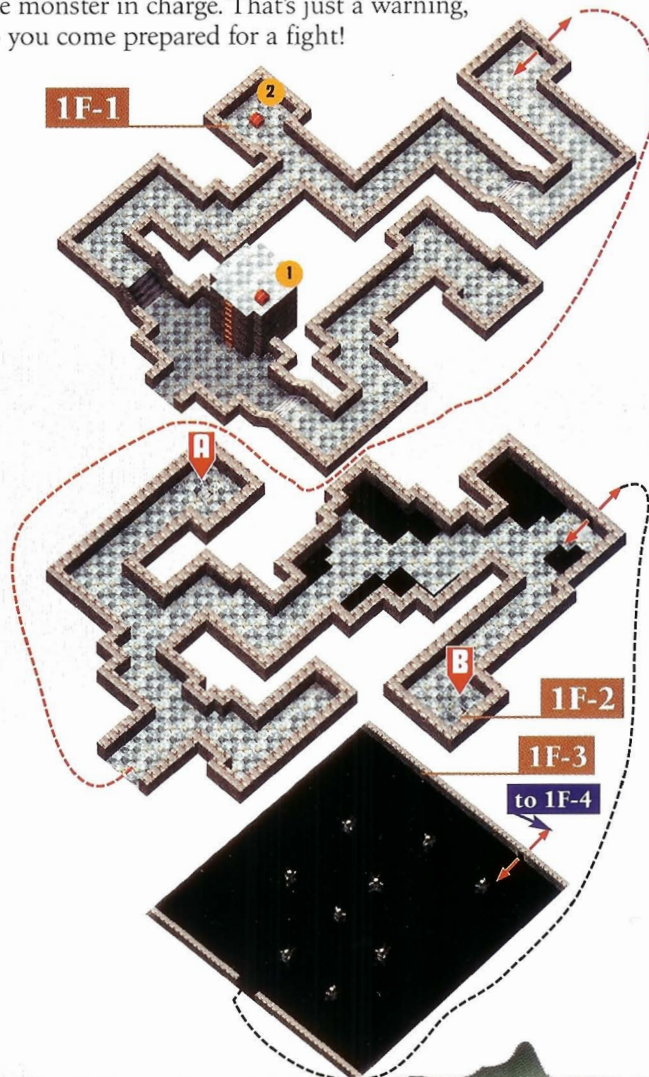
Guardian Village

This village was created by the staff of the Lefa Fane when the Fane was taken over by the Demon Lord. Stop here to get insider information about the Fane itself that might help you. However, you don't find any services here, as this village is only a temporary structure.



Dark Cloud Maze

This dungeon was created by the Demon Lord to prevent travelers from accidentally getting into Lefa Fane. At the end of the dungeon is a locked door that opens after you defeat the monster in charge. That's just a warning, so you come prepared for a fight!

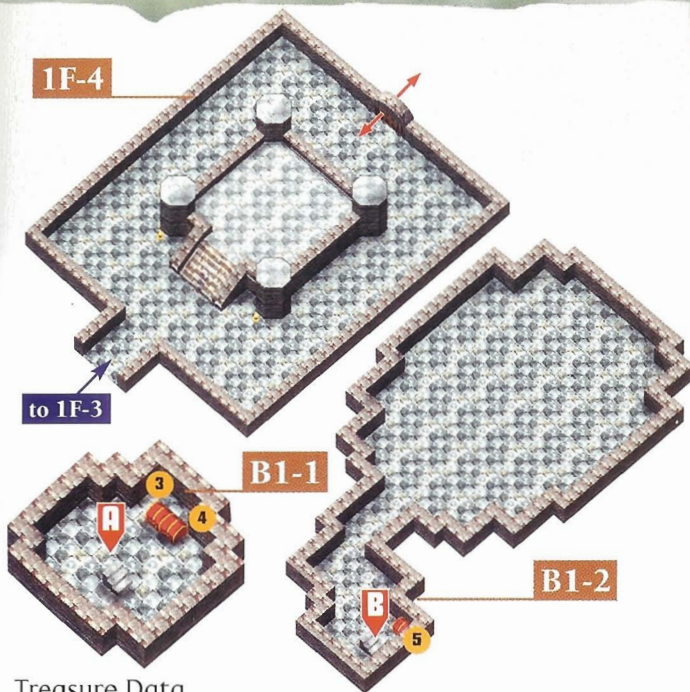


Part 18: LEFA REGION

attack in addition to his normal attack. As long as all your characters can heal themselves and others, you should survive without the magical prowess of Maribel. However, this battle goes much better if you have other characters skilled in magic.

Lefa Fane

Lefa Fane is home to the Lefans' most prized treasure, the BlissRock. Because of its wind-related powers, the Fane has become dedicated to the spirit of the wind, and the top floors are specially designed to accentuate the wind's power. Keep this in mind when you need to disperse the black cloud surrounding the Wind Statue.



Treasure Data

	Past
1.	Potion
2.	TinyMedal
3.	Mimic
4.	Bolt Staff
5.	WorldLeaf

Monster Data

Boarenger

HP: 200
MP: 0



ClawBeast

HP: 112
MP: 15



DarkThief

HP: 130
MP: 0



SlimeWing

HP: 150
MP: 0



VenomHork

HP: 120
MP: 0



The Statue Maze



On 1F-3 is a black room. The only thing you can see is a golden statue of a monster. If you examine the statue, it changes position. The trick is not to walk in the direction the statue faces, but rather in the direction its tail points. If you rotate the camera once the statue stops moving, you will see the tail points toward another, slightly illuminated statue. Move through the room carefully, taking the path the statues designate.

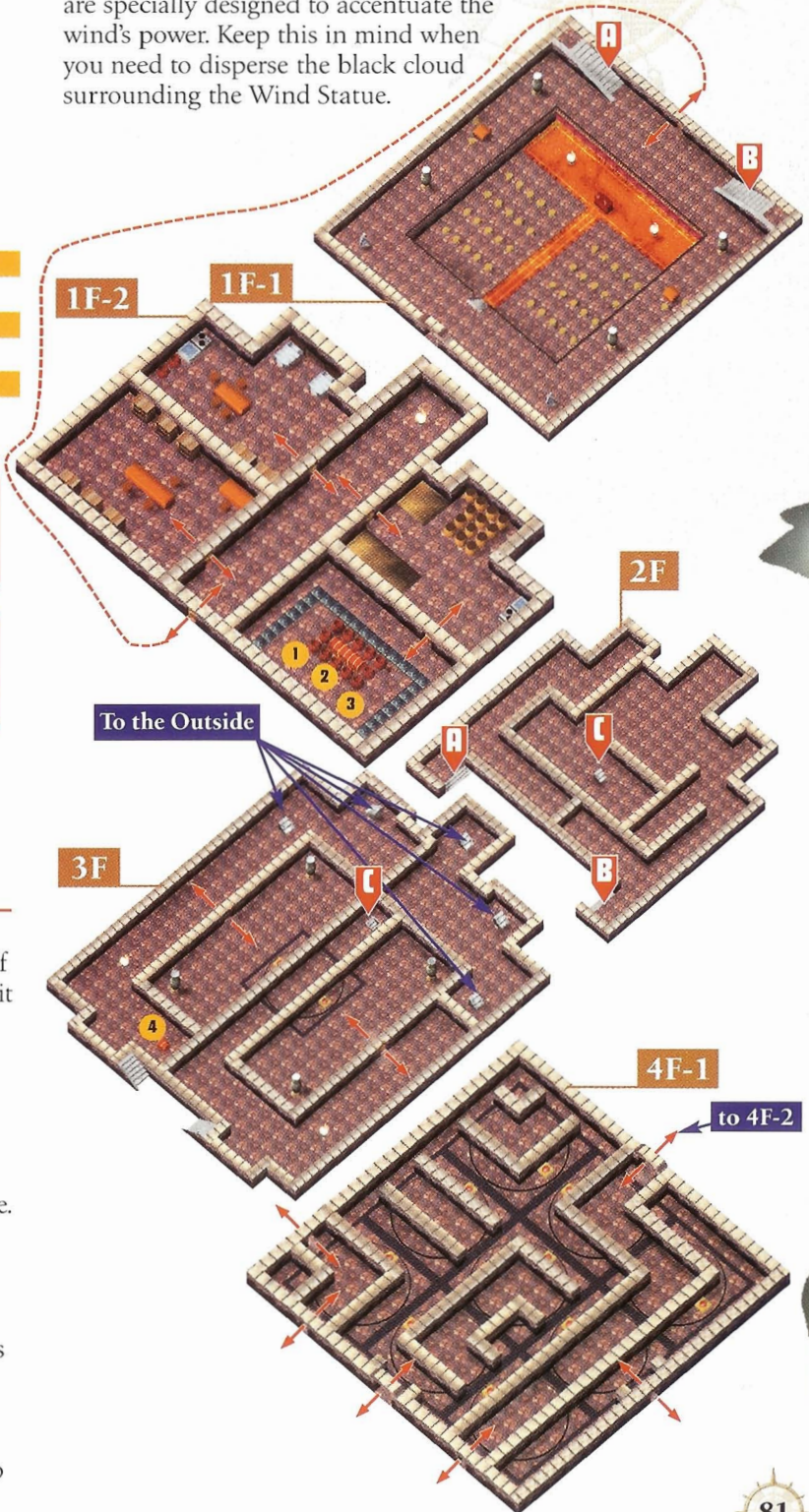
HellGenie

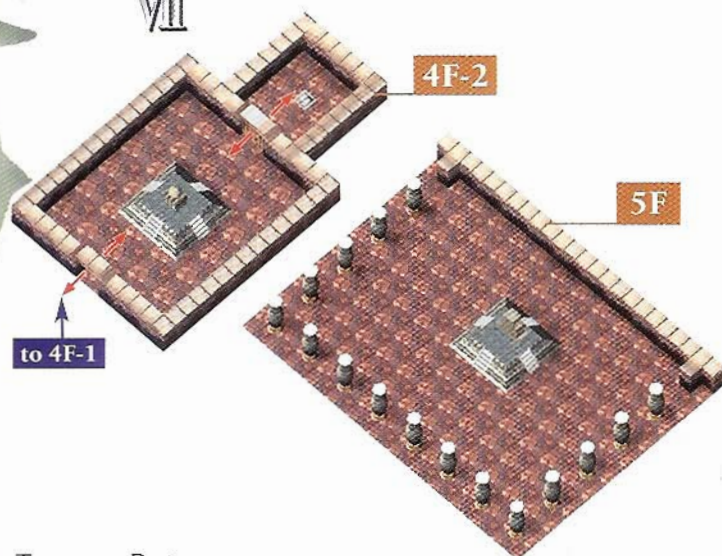


HP: 2,500
MP: 100



The HellGenie specializes in Wind-type attacks and spells. Expect to see lots of WindBeast and Infermost. He also has a nasty crush





Treasure Data

	Past	Present
1.	350G	AquaShard
2.	Mimic	LifeAcorn
3.	Wyvern ♥	TinyMedal
4.	DEFseed	WorldDew

Monster Data

EvilArmor HP: 110 MP: 0		MagWyvern HP: 95 MP: 15	
Red Sting HP: 98 MP: 0		SnowBat HP: 120 MP: 8	
TrickBag HP: 70 MP: 10		WonderEgg HP: 180 MP: 20	

Rotating Walls



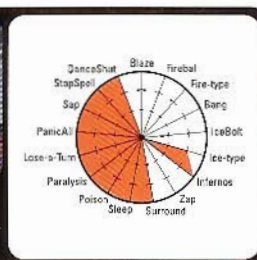
As you climb to the upper floors of the Lefa Fane, there are sections of the wall built on rotating platforms. These platforms turn in 90 degree increments when you step on the power button on the floor. Use these platforms to open new areas and reconfigure hallways into wind tunnels.



◀ To clear the black fog from the Wind Statue, create a wind tunnel from the BlissRock's room to the doorway, then to the statue. When the wind is concentrated, it appears as a blue stream.



HP: 3,080
MP: 255



HellCloud

If you had a hard time with the HellGenie, take some time to level up your characters before approaching this battle. The HellCloud is not

that difficult a Boss on his own, but he can call in BabyClouds to help which makes the encounter one of the toughest yet. These BabyClouds have 188HP, can cast Sleep and Infermore on your party, and in general, make life miserable for you. However, use the HellCloud's tendency to call for help to your advantage. Every time he uses this skill, he doesn't attack you. Use StopSpell or MistSong to prevent the BabyClouds from casting their spells, and then use multi-target attacks such as QuadHits, or Flame Boomerangs (sold in Gorges) to attack both the HellCloud and BabyClouds. If you can dispatch one BabyCloud per round, you can pretty much count on the HellCloud wasting one attack per round trying to call in another. Dedicate one of your party to healing (Melvin works well here), and you should do OK.

Lefa Fane in the Present



Visit Lefa Fane in the present, as it holds the key to finding the true Demon Lord. The staff of the Fane can tell you about a special shrine to the east; not the eastern shore of this region, but rather the eastern part of the world. Think hard and try to remember if there are any shrines you couldn't enter before but might be able to now....

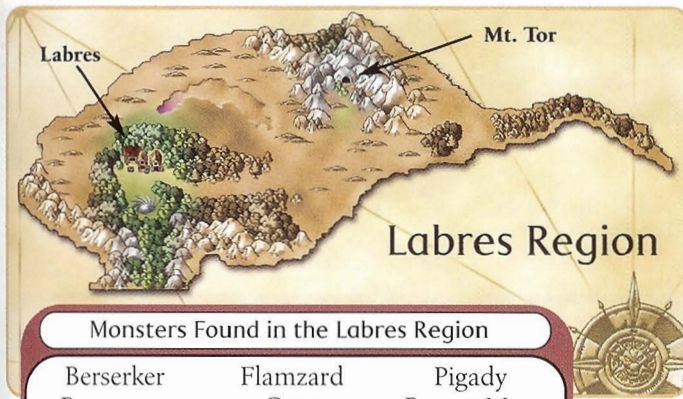
Part 19: Labres Region

Recommended Level: 30

Remember the story of the Goddess Statue and the amnesiac Priest in Probina? Well, his story starts in Labres. A monster in priest's garb terrorizes the small town. The proximity of this monster has the townspeople reaching for whatever weapons are at hand and ready for attack! The only problem is that the monster hasn't done anything wrong. In fact, it seems most "unmonsterlike."

LandShards Needed to Activate the Labres Traveler's Gate

- Brugoe's Mansion (Present):** Treasure chest in the basement
- Mountain Gateway (Present):** Treasure chest on the third floor
- East Hill (Past):** At the top of the hill, by the HellVine's grave
- Lefa Fane (Present):** On the BlissRock platform



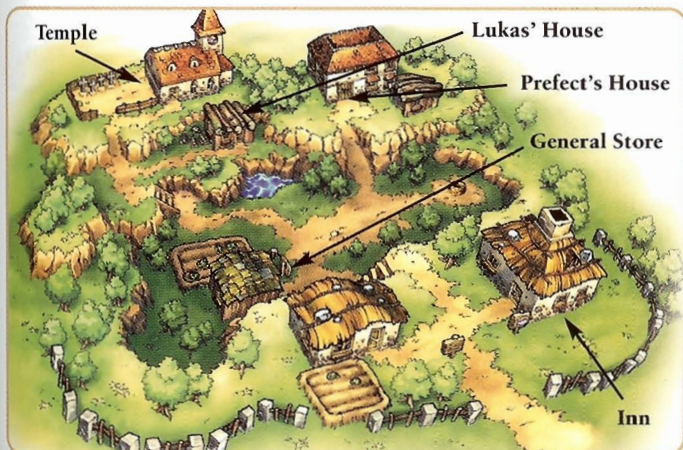
Monsters Found in the Labres Region

Berserker	Flamzard	Pigady
Boarenger	Gron	PuppetMan
ClawBeast	MageLipsy	TigerMage
Devilite	MagWyvern	

Step-by-Step Walkthrough

- Go to the village of Labres, and talk to the man at the entrance who is looking for his missing brother.
- Go south to the mountain pass, and meet the lost traveler. Defeat the two TreeGuards.
- Follow the rescued traveler back to Labres. Go to the Prefect's house.
- Talk to all the villagers, then go to the Temple and speak with the monster in the Priest's robes. On your way back to the Prefect's house, stop at Lukas' home to speak with him.
- Return to the Prefect's house. Talk to the villagers at the meeting, again paying special attention to what Lukas says. When asked to help the town kill the monster, say no. You must do this twice, once at the end of the meeting and once after you rest for the battle.
- Tell the little girl you are sorry, and she lets you out of jail.
- Help Lukas stop the villagers.
- Wake up on Mt. Tor and climb to the top.
- Defeat Botok.
- Return to the village of Labres, and prevent the villagers from killing the monster-Priest.
- Help the Priest leave the village.
- Return to the present and go to the village of Labres. Speak to the villagers to hear their new version of past events.
- Get the AquaShard from the chest in the General Store.
- Talk to Leif (a descendant of Lukas), then look closely at the monument of the Priest in the middle of the village.
- Report your suspicions about the monument to the Prefect.
- Agree to be Sazamu's slaves to get into the Junk Pile beneath the Prefect's house. Find the Monolith and show it to the Prefect.
- Talk to Sazamu and the other kids in the Junk Pile.
- Return to the Ruins and use the AquaShards to activate the Traveler's Gate to the Coastal Region.

Labres



Labres's citizens are scared to death. A thick fog envelops their land, and the citizens disappear when they leave the confines of town. All this unresolved fear makes the town quite edgy, and hysteria may soon cloud their good senses. Keep a cool head and open mind as you investigate their claims, and be careful about what actions you commit yourself to.

Facilities in Labres:



Inn: 40G Per Night

General Store (Past)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
War Hammer	ATK +64	12,000G
Seduce Sword	ATK +70	9,800G
Flame Boomerang	ATK +65	13,000G
White Shield	DEF +16	2,000G

General Store (Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
War Hammer	ATK +64	12,000G
Seduce Sword	ATK +70	9,800G
Flame Boomerang	ATK +65	13,000G
Dragon Armor	DEF +60	15,000G
Expel Shield	DEF +32	11,000G

Choosing Sides



In this scenario, take sides against a monster who hides in the town's Temple. At first glance, it seems the townspeople are right to want to murder this beast. However, first impressions are not always correct. If you choose to distance yourself from the townspeople's wrath, do so

at the end of the town meeting. The Prefect doesn't believe you the first time you refuse to take part in the massacre, but the second time you refuse elicits a response. Don't worry. Regardless of whose side you take and when you take it, the end result is the same!

Labres in the Present



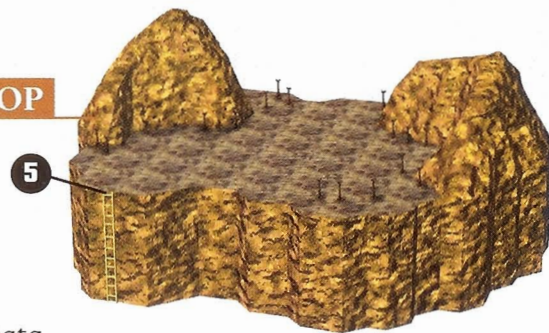
The town's past history has been revised. The people now believe they rescued the transfigured Priest from your party's clutches instead of the other way around. All the town's families except one are teaching this new history. Help the family by finding evidence to support their

claim that the town caused the Priest to leave. Look in the town's community Junk Pile.

Mt. Tor

The entrance to Mt. Tor is ideally locked up to keep the monsters in. However, when you find yourself stuck there, that locked gate doesn't seem helpful. To get away from Mt. Tor, climb over the mountain to the other side. This, of course, puts you in close proximity to the main bad guy and his smog-creating henchmen. You might as well defeat him while you are there.

MOUNTAINTOP



OUTSIDE



Treasure Data

	Past
1.	Mimic
2.	BluePrint
3.	STRseed
4.	Rib
5.	TinyMedal
6.	650G

Monster Data

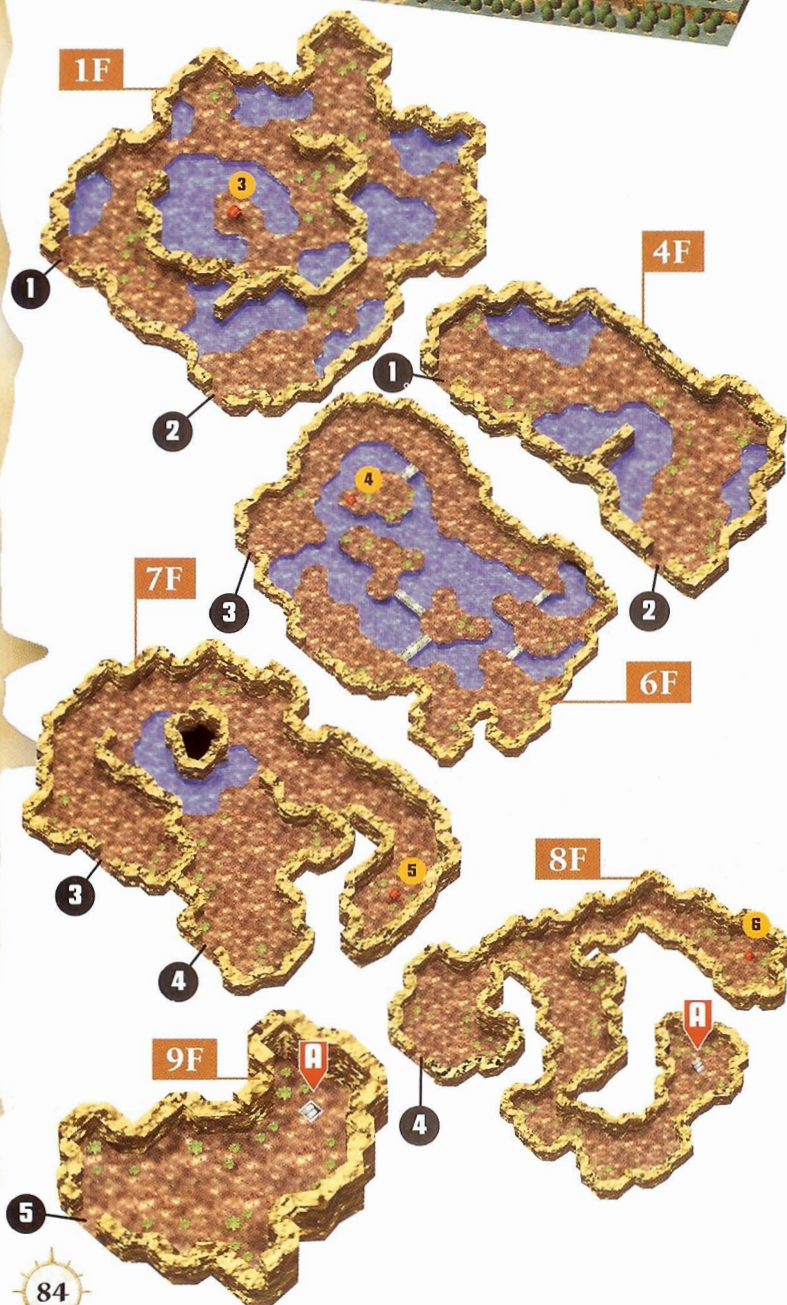
Berserker HP: 140 MP: 0		Devilite HP: 122 MP: 9	
DumbiKing HP: 160 MP: 12		Flamzard HP: 49 MP: 20	
Gron HP: 140 MP: 6		MageLipsy HP: 108 MP: 0	
Pigady HP: 190 MP: 0		PuppetMan HP: 130 MP: 8	
TigerMage HP: 170 MP: 20		WingTiger HP: 185 MP: 12	

Botok

HP: 2,500	MP: 255
-----------	---------

Botok is an unusual Boss for this stage of the game. He does not have any fantastic attacks other than the basic Poisonous Mist attack and a weak

physical attack. He can heal himself and cast StopSpell, sealing off your party's spells. Because your members are likely to have lots of neat attack skills, StopSpell should not affect your ability to attack Botok. However, it affects your ability to heal wounded party members. Give someone the Bless Staff, and stock up on Herbs. Alternatively, Dance-type skills such as Hustle work very well. You just need a Lv 5 TeenIdol!



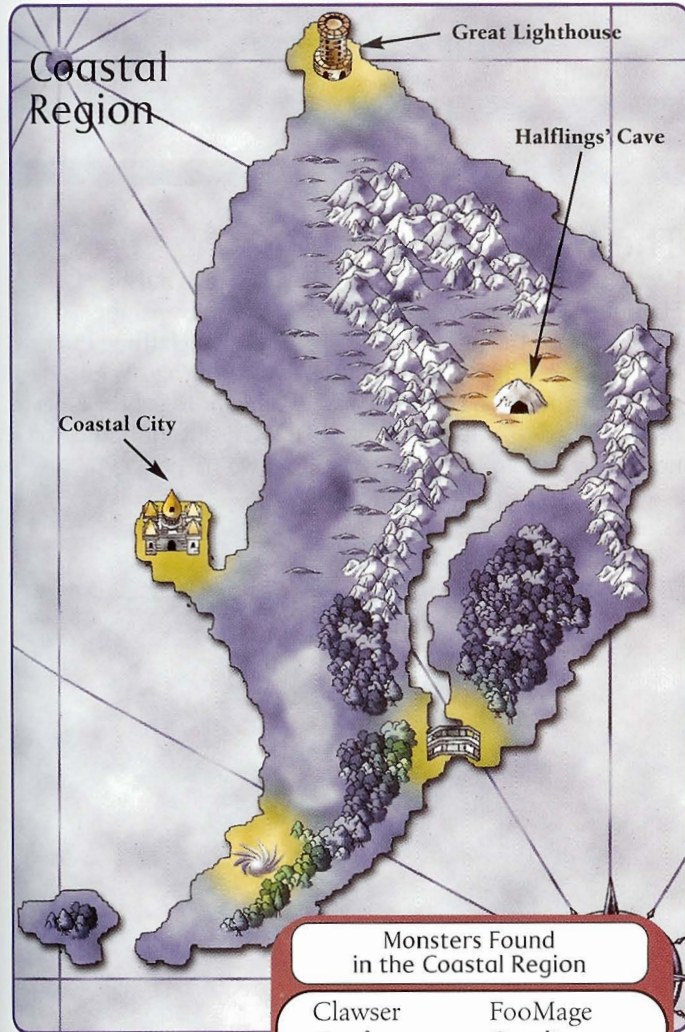
Part 20: Coastal Region

Recommended Level: 31

When you first arrive at the Coastal region, one of your party members comments on the thickness of the darkness enshrouding the region.

AquaShards Needed to Activate the Coastal Traveler's Gate

Sphinx (Present): Archaeologist's platform in the fifth-floor room
Lefa Fane (Present): Treasure chest in the storeroom
Labres (Present): Treasure chest in the General Store



Monsters Found in the Coastal Region

Clawser	FooMage
Confupeng	Ogreling
EvilArmor	Parasnail
FoFighter	WoodyEye
FooHero	

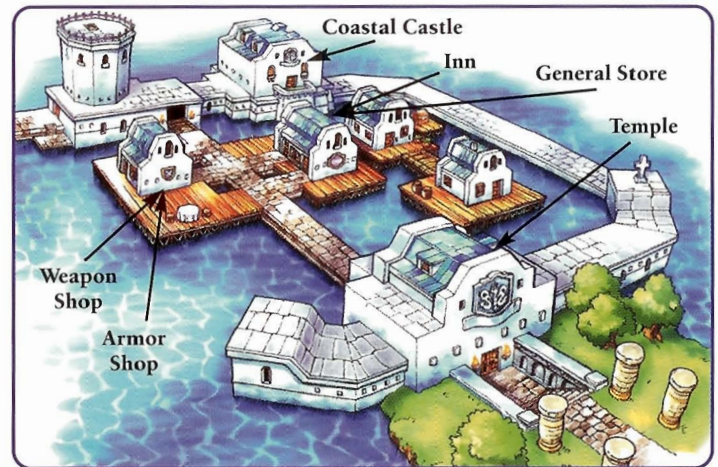
Step-by-Step Walkthrough

- Go to Coastal City and get a room at the Inn. Talk to the townspeople to learn how to do so.
- When you are awakened during the night, go to the Castle to talk to the Minister (about the curse on the city) and the Bard on the balcony (about Sharkeye).
- In the morning talk to the King. Offer to visit the Halflings' Cave to ask for a favor on the King's behalf.
- Go to the Halflings' Cave. Talk to the Grand Halfling about the Glim Moss.
- Defeat Gamadius and his henchmen. Get the Glim Moss.

- Take the Glim Moss back to Coastal City, and use it on the monster in the city.
- Talk to the scholars to learn where to find the RainbwDew needed to put out the Dark Flame in the Great Lighthouse.
- Return to the Ruins in the present, and fill the Bottle with RainbwDew from the spring.
- Return to the past and go to the Great Lighthouse. Follow the glowing footsteps to the top, and use the RainbwDew on the Dark Flame.
- Defeat BeliMawr. Get the ? Shard.
- Return to Coastal City and report to the King. Get King Coastal's Letter.
- Go to Engow to show the Coastal Letter to the Chief. Get the PilotFire.
- Return to Coastal City and the Great Lighthouse. Place the PilotFire on the altar at the top of the Lighthouse.
- Return to Coastal City and get the Aquagon Sword. After the ceremony, get the ? Shard from the chest on the private dock.
- Return to the Halflings' Cave, and get a reward from the Grand Halfling. Get the ? Shard from the Halflings' treasure.
- Return to the present and sail to the Coastal region.
- Go to Coastal City and visit the Casino, where you learn about a wealthy man who recently won a Shard. Track down the winner in the exit hallway to the Casino, and find out where the Shard is now.
- Speak to the Armorer's wife about the Shard her husband bought.
- Climb to the top of the Great Lighthouse. Talk to the Armorer about the current whereabouts of the Shard.
- Return to Coastal City and look for the Priest at the Bar beneath the Casino. Follow him to the Temple, and speak to the Nuns about his strange habits. Get the ? Shard.

Coastal City

When you first arrive in Coastal City, most of the town's citizens have locked their doors and are cowering in fear over a mysterious event. To get the scenario's events underway, you need to find a way to spend the night in the Inn. This involves finding the Innkeeper and getting royal permission. Once you take care of that, you can start putting the pieces together regarding the curse placed on the Coastal region.



Facilities in Coastal City:

Inn: 40G Per Night

Armor Shop (Past)

Item	Effect	Cost
Dragon Armor	DEF +60	15,000G
Water Robe	DEF +65	16,800G
Ice Shield	DEF +24	3,800G
Expel Shield	DEF +32	11,000G
Captain Hat	DEF +19	2,800G
Viking Helm	DEF +25	4,500G

Weapon Shop (Past)

Item	Effect	Cost
Bounce Sword	ATK +55	6,200G
Lune Fan	ATK +60	7,700G
Tempt Sword	ATK +65	7,300G
Steel Whip	ATK +65	9,500G
Monster Claw	ATK +73	17,000G
Dragon Sword	ATK +83	20,000G

Item Shop (Past and Present)

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
Repellent	Repels monsters	20G

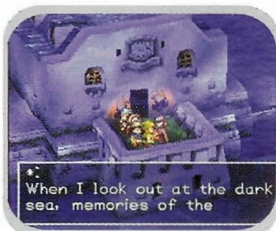
Armor Shop (Present)

Item	Effect	Cost
Viking Armor	DEF +38	7,000G
Dragon Armor	DEF +60	15,000G
Water Robe	DEF +65	16,800G
Ice Shield	DEF +24	3,800G
Expel Shield	DEF +32	11,000G
Captain Hat	DEF +19	2,800G
Viking Helm	DEF +25	4,500G

Weapon Shop (Present)

Item	Effect	Cost
Bounce Sword	ATK +55	6,200G
Lune Fan	ATK +60	7,700G
Seduce Sword	ATK +70	9,800G
Monster Claw	ATK +73	17,000G
Flame Boomerang	ATK +65	13,000G
Dragon Sword	ATK +83	20,000G

The Bard on the Balcony



Your first night in Coastal City is not a restful one. You'll spend most of it trying to figure out what's happened to this town. The best accounts are given by the King's Minister and a mysterious Bard on the balcony in Anise's room.

The Rainbow Dew



You need a special elixir called RainbwDew to unseal the Coastal region. This is a pure water you can only find in the Rainbow Cove on a small island in the middle of the world. Sound familiar? Return to the Ruins and use the Traveler's Gate in the blue shrine to return to the small cave you and Kiefer explored in the game's introductory movie. If you go to the right in the room directly outside the Traveler's Gate room, you will find yourself in a cove with shimmering waters. Fill your empty Bottle with the RainbwDew, then head to the Coastal region!

The Coastal Casino



When you return to Coastal City in the present, you find the King moved out of the Castle and took up residence in the Halflings' Cave. In its place, you find a lavish, three-floor Casino, chock-full of slot machines, poker tables, and awesome prizes! You especially want to win enough tokens

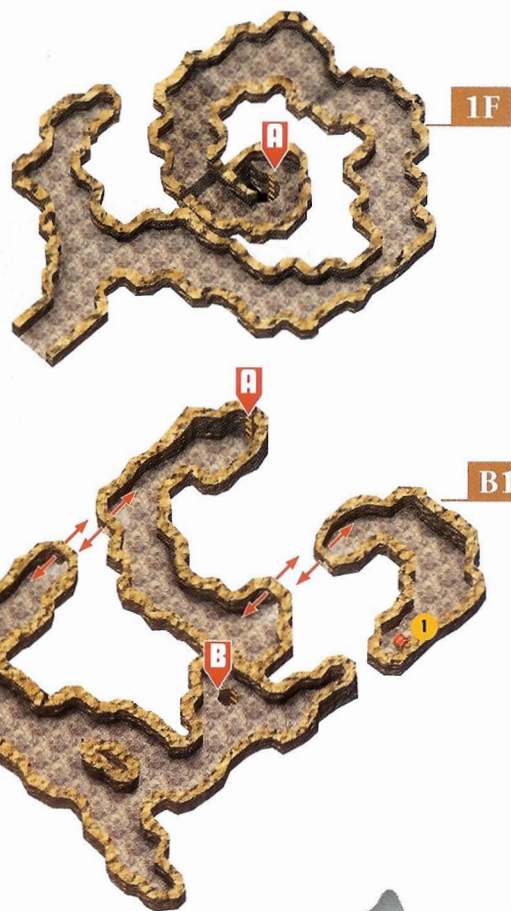
to buy the ? Shard from the Casino Store! The Casino also offers "special" services to preferred customers. To get an ID Card from the King, speak with him in the Halflings' Cave.

Casino Store

Item	Tokens
WorldLeaf	1,000
? Shard	2,000
BluePrint	5,000
Falcon Sword	10,000
Sacred Armor	20,000
MetlKing Helm	50,000

The Halflings' Cave

East of Coastal City lies a cave that is home to a tribe of Halflings. There used to be close relations between the Halflings and the Humans in Coastal until a Halfling Princess married the current King and died at a young age. While foul play was ruled out, bad feelings still remain. To get the Glim Moss needed to help you infiltrate the Great Lighthouse, you need to smooth relations between the two parties.



Part 20: COASTAL REGION



Treasure Data

	Past	Present
1.	TinyMedal	30G
2.	BluePrint	120G
3.	Viking Helm	TinyMedal
4.	STRseed	MisticNut

Monster Data

ButchMan		FoFighter	
HP: 150		HP: 180	
MP: 5		MP: 0	

FooHero

HP: 150
MP: 19



FooMage

HP: 33
MP: 0



FooPriest

HP: 140
MP: 19



JewelBag

HP: 200
MP: 10



Metabble

HP: 6
MP: 50



Ogreling

HP: 180
MP: 0



Poucher

HP: 130
MP: 8



Tyranodon

HP: 230
MP: 0



WoodyEye

HP: 160
MP: 10



Gamadius and His Henchmen

Gamadius



HP: 1,300
MP: 255



In this battle, your biggest foe is the enemies' breath attacks. Each of the three monsters (Gamadius and his friends, the SeaHorser and the SeaDragon—two

common sea monsters) participating in this battle breathe either ice or fire. If you control the damage from those attacks with Barrier, you can take them out with multi-target attacks such as QuadHits, Stampede, BackFlip, and so on. Also watch out for Gamadius's ability to cast Revive and PoisonFog.

The Halflings' Cave in the Present



* This is Coastal Castle, a paradise for the people of

In the present, the Halflings now share their cave with the King of Coastal. This move brings a certain prosperity to the Halflings, and you find several new rooms in their small subterranean village, including the King's throne room and a shopping center with a library and Weapon and Armor Shops.

Armor Shop (Present)

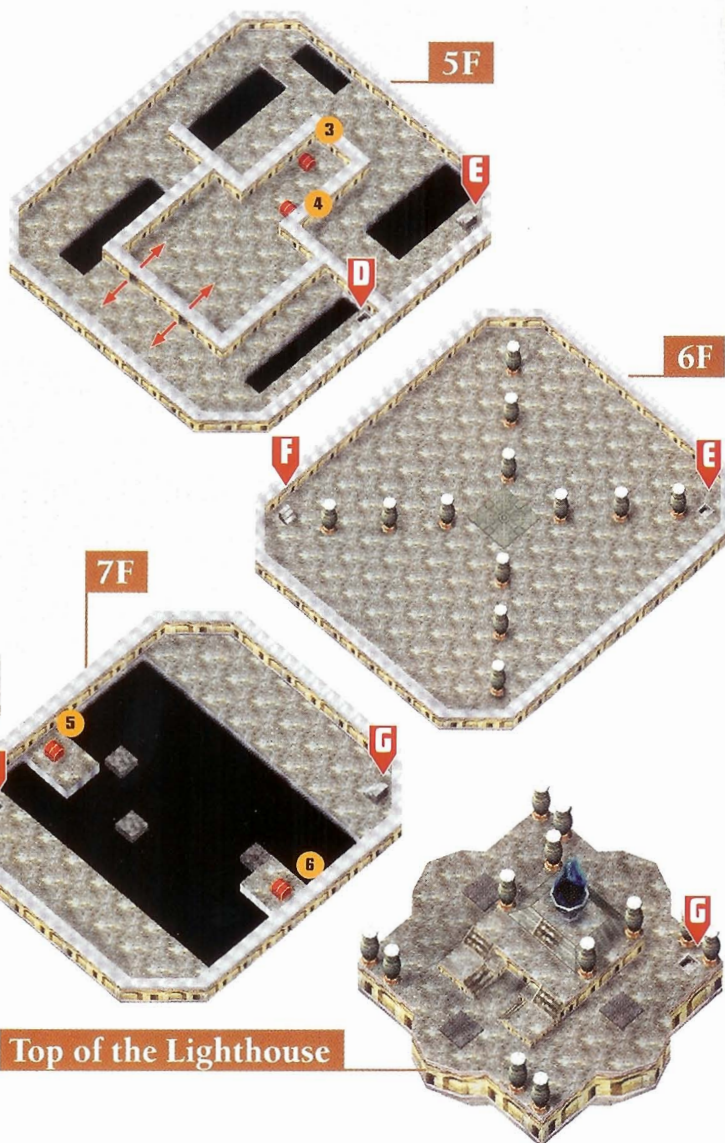
Item	Effect	Cost
Slime Armor	DEF +67	15,000G
Flame Shield	DEF +36	17,000G
Platinum Helm	DEF +28	6,100G

Weapon Shop (Present)

Item	Effect	Cost
Dragon Sword	ATK +83	20,000G
Flame Sword	ATK +87	22,500G
Sea Roar Staff	ATK +74	14,000G

The Great Lighthouse

The Great Lighthouse stands as a beacon in the Coastal region. However, it was turned into a portal for the Demon Lord's evil plans. Darkness engulfs the entire tower, making it impossible to travel very far into the Lighthouse. Before you can take on the main Boss for this scenario, you must find a way to illuminate the Lighthouse's corridors.



Top of the Lighthouse

Treasure Data

	Past	Present
1.	Devil Armor	WorldDew
2.	Mimic	LifeAcorn
3.	Mimic	Herb
4.	Scarf	TinyMedal
5.	LifeAcorn	MisticNut
6.	—	Potion

Monster Data

BabyCloud

HP: 188
MP: 26



ButchMan

HP: 150
MP: 5



Cannibox

HP: 110
MP: 30



Clawser

HP: 140
MP: 0



CloudKing

HP: 310
MP: 30



DarkArmor

HP: 200
MP: 20



Part 20: COASTAL REGION

EvilArmor HP: 110 MP: 0		Evil Statue HP: 225 MP: 21	
EvilWell HP: 210 MP: 20		HellClown HP: 180 MP: 10	
JewelBag HP: 200 MP: 10		MagicPost HP: 190 MP: 16	
Metabble HP: 6 MP: 50		Ogreling HP: 180 MP: 0	
Poucher HP: 130 MP: 8		PuppetMan HP: 130 MP: 8	
Tyranodon HP: 230 MP: 0		WingTiger HP: 185 MP: 12	
WolfDevil HP: 140 MP: 8		WoodyEye HP: 160 MP: 10	

Follow the Glowing Green Footsteps



Your first trip through the Great Lighthouse is in complete darkness. You'll only know where to go if you stick some Glim Moss on a monster's foot. Then a line of green footsteps illuminate a pathway through the Lighthouse. As you can see on the maps, there are sequences of moving

platforms on the upper floors. If you find that the path suddenly ends, rotate the camera to see if you can find any footsteps in the middle of nowhere.

BeliMawr



HP: 1,580
MP: 85



BeliMawr only looks tough. He has several weaknesses for you to exploit. For instance, he's quite vulnerable to Fire-type attacks. Hit him with

something such as the FireTower attack, and he takes 150HP+ damage. Belimawr is also extremely vulnerable to Poison-type

attacks, so if you poison him with something such as PoisonFog, he'll take a lot of damage every round. While you do all sorts of damage with your favorite elemental-based spells, he attacks your party with his whip and a stomp attack that hurts your entire party. If you keep someone on healing duty, you should fare quite well.

Part 21: Confronting the Demon Lord

Recommended Level: 34

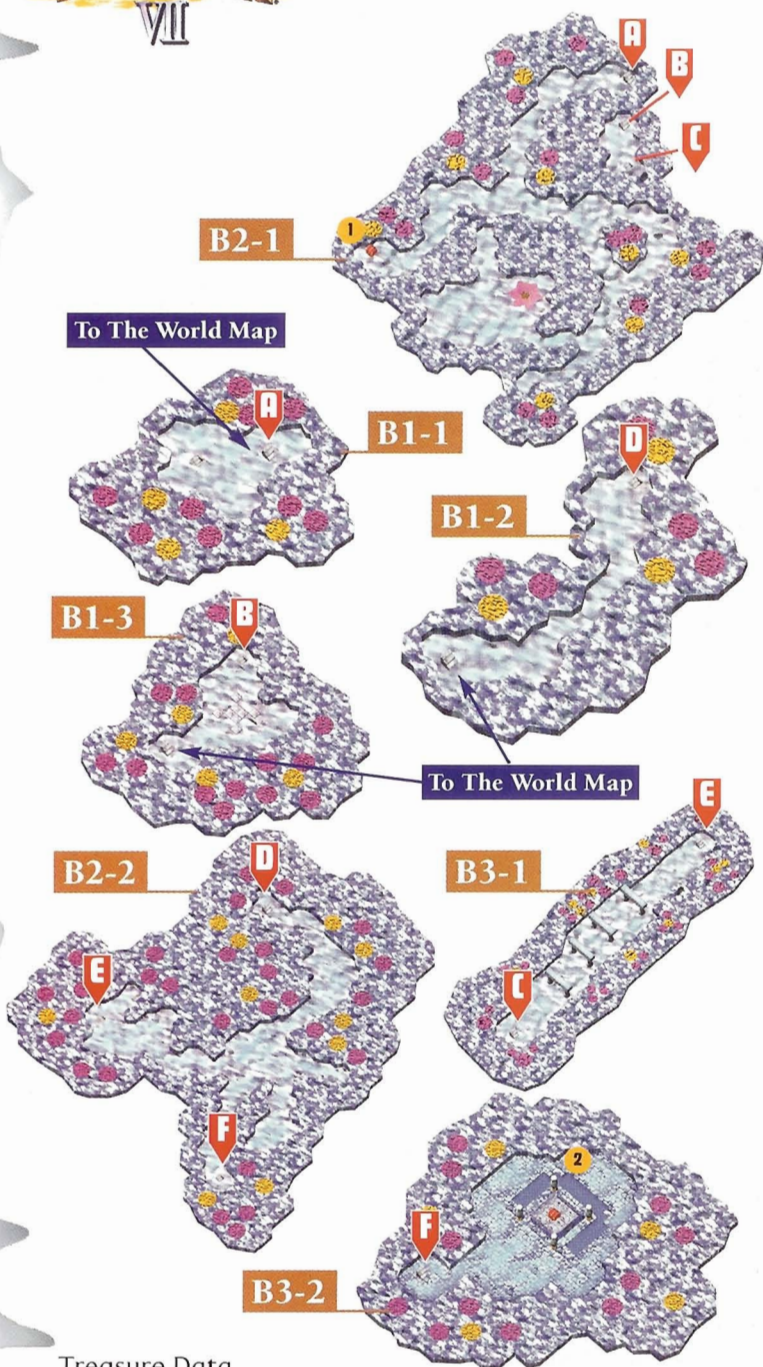
Now that you unsealed all the countries on the World Map and learned the history behind the battle between God and the Demon Lord, it's time to discover what happened that fateful day when God and the Demon Lord fought! What you remember from past conversations and journeys largely determines where you go next. If you are stuck, go back to Lefa Fane and talk to the people about that strange Fane to the east. Also consider talking to a fortune-teller. There's one at the old MechSoldiers' Base whose knowledge is unparalleled.

Step-by-Step Walkthrough

1. Look for the eastern Shrine talked about in the Lefa Fane, located on a small lake east of Falrish.
2. Show the BlissRock to the Soldier of God on the second floor of the Shrine.
3. Enter the Coral Lake Cave using the special Lotus Flower, and go to the Lost Ruins, where you find the Crest of God on the ground.
4. Use the BlissRock on the Crest to summon a floating platform to carry you to the Fane of the Soldiers of God (also called the Sky Fane).
5. Talk to the people in the Fane to learn about the four Sky Fanes and the Pedestal of Resurrection.
6. Go to the Sky Fane housing the Pedestal of Resurrection, and complete the tablet to open a Traveler's Gate to the past.
7. Go to the Coral Lake Shrine north of the Traveler's Gate. Travel through the Coral Lake Cave to the Crest of God, and use the BlissRock to complete the resurrection of the Sky Fanes.
8. Return to the present and talk to the High Priestess in the restored sections of the Sky Fane. Get the Sky Stone.
9. Fly to a small Shrine in the mountains north of Hamelia and the Mountain Tower. Get the ? Shard from the Wise Man.
10. Following the Wise Man's hints, go to the Excavation Site to learn about the monster infestation from their newly discovered cave.
11. Enter the Excavated Cave and travel to the bottom, where you find another tablet pedestal. Use your ? Shards to complete the tablet, and a Traveler's Gate to the past opens up.
12. Travel through the Demon Lord's Lair to the Demon Lord's room. Defeat the Demon Lord, Orgodemir!

Coral Lake Cave

To enter the Coral Lake Cave, you must first possess the BlissRock. This opens the magically locked doors that lead to Coral Lake and the Lotus Flower that takes you into the cave. There, travel through the cave to staircases that lead aboveground to the World Map. Travel across the land to the next staircase and the next segment of the Coral Lake Cave. Your goal is the Crest of God in the Lost Ruins.



Treasure Data

	Past
1.	BluePrint
2.	? Shard

Monster Data

Confupeng HP: 105 MP: 4		DeathCrab HP: 90 MP: 0	
EvlAnchor HP: 90 MP: 10		EvlTurtle HP: 85 MP: 0	

MultiEyes

HP: 140
MP: 30



Parasnail

HP: 80
MP: 12



Piranhan

HP: 90
MP: 16



PutreFish

HP: 85
MP: 0



Seahorser

HP: 78
MP: 20



The Sky Fane

The Sky Fane (or the Fane of the Soldiers of God) is made up of four smaller shrines that float high above the world of *Dragon Warrior VII*. When you arrive, you find two of the Fanes left (the other two crashed to the ground). However, completing the tablet on the Pedestal of Resurrection opens an opportunity to return the entire Sky Fane to its original state. Each shrine contains a different facility to help you defeat the Demon Lord. Explore the entire Fane completely, and talk to everyone before you head off on the final part of your quest.

The East Shrine



When you return to the Sky Fane, you land here. In the easternmost shrine is a temple, a library, and a couple of healing points so you can save your game, educate your mind, and heal your wounded body. Speak with the Dejan Dancer in the library upstairs to get the Innocent Dress.

The North Shrine



Here you find the Pedestal of Resurrection. To access it, step on the Crest of God in the center of the shrine.

To complete the tablet on the Pedestal of Resurrection, you need the following ? Shards:

- Tower of Darkness (Present):** On the ground at the top of the Tower
- Coastal City (Past):** Treasure chest on a private pier
- Halflings' Cave (Past):** Treasure chest in the Grand Halfling's room

The West Shrine



If the weapons and armor you bought in Coastal City aren't good enough, the Sky Fane has its own Armor, Weapon, and Item Shops to serve you.

Weapon Shop

Item	Effect	Cost
Zombie Sword	ATK +75	15,000G
Dragon Claw	ATK +85	21,000G
Thunder Sword	ATK +95	24,000G

Armor Shop

Item	Effect	Cost
Water Robe	DEF +65	16,800G
Flame Armor	DEF +70	21,000G
Princess Gown	DEF +85	20,000G
Expel Shield	DEF +32	11,000G
Heal Shield	DEF +40	25,000G
Mythril Helm	DEF +32	10,000G

Item Shop

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels monsters	20G
WarpWing	Returns you to town	25G

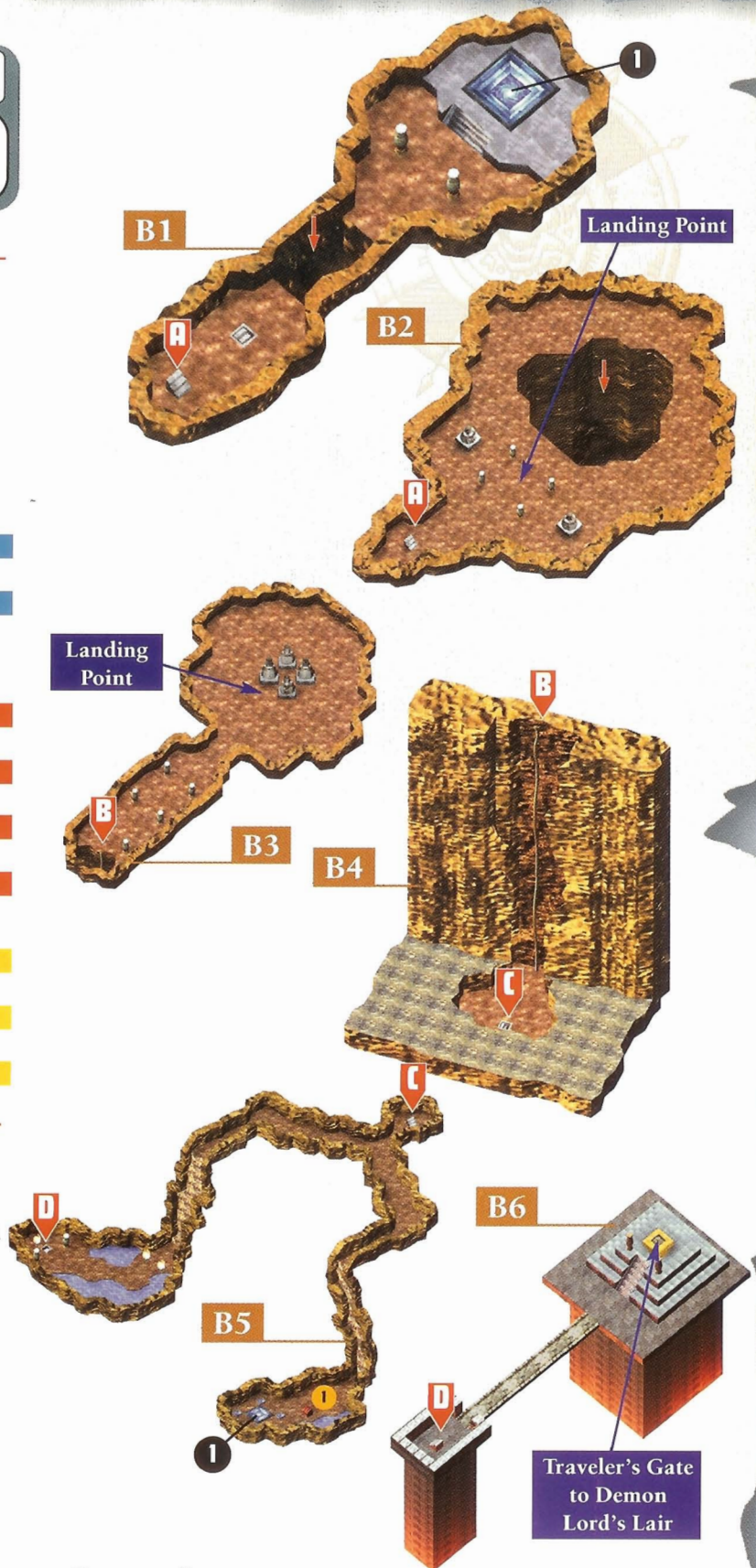
The South Shrine



On the top floor of the southernmost shrine, you find the High Priestess. She gives you one of the nicest forms of transportation in the game, the Sky Stone. This is a larger, hollowed-out version of the BlissRock, and it carries you anywhere on the World Map—even areas you couldn't access before!

Excavated Cave

The Excavated Cave is created during the latter stages of the game, but it doesn't come to life until a barrier between worlds is breached while you are resurrecting the Sky Fanes. At that point monsters from the Demon Lord's dimension flood the tunnels of the Excavated Cave, alarming everyone in the vicinity. If you return home to Fishbel at this point, you'll find one of King Burns's guards waiting to take you to the Palace for an emergency meeting regarding the situation.



Treasure Data

	Present
1.	TinyMedal

Monster Data

Bombcrag

HP: 200
MP: 20



Cannibox

HP: 110
MP: 30



EvilClown

HP: 185
MP: 200



EvilViper

HP: 120
MP: 0



JellyMan

HP: 330
MP: 10



Metabble

HP: 6
MP: 50



Moosedon

HP: 280
MP: 0



ProtoMech

HP: 190
MP: 0



Tyranodon

HP: 230
MP: 0



? Shards Needed to Activate the Demon Lord's Lair Traveler's Gate

Activating this gate enables you to activate the Traveler's Gate to the Demon Lord's Lair. Without them, you cannot fight the Demon Lord and complete the game.

The following are the ? Shards you need to complete the tablet on the pedestal at the bottom of the Excavated Cave.

Great Lighthouse (Past): After defeating BeliMawr

Coastal City (Present): The Priest's hiding place beneath the altar

Coral Lake Cave: Treasure chest on B3

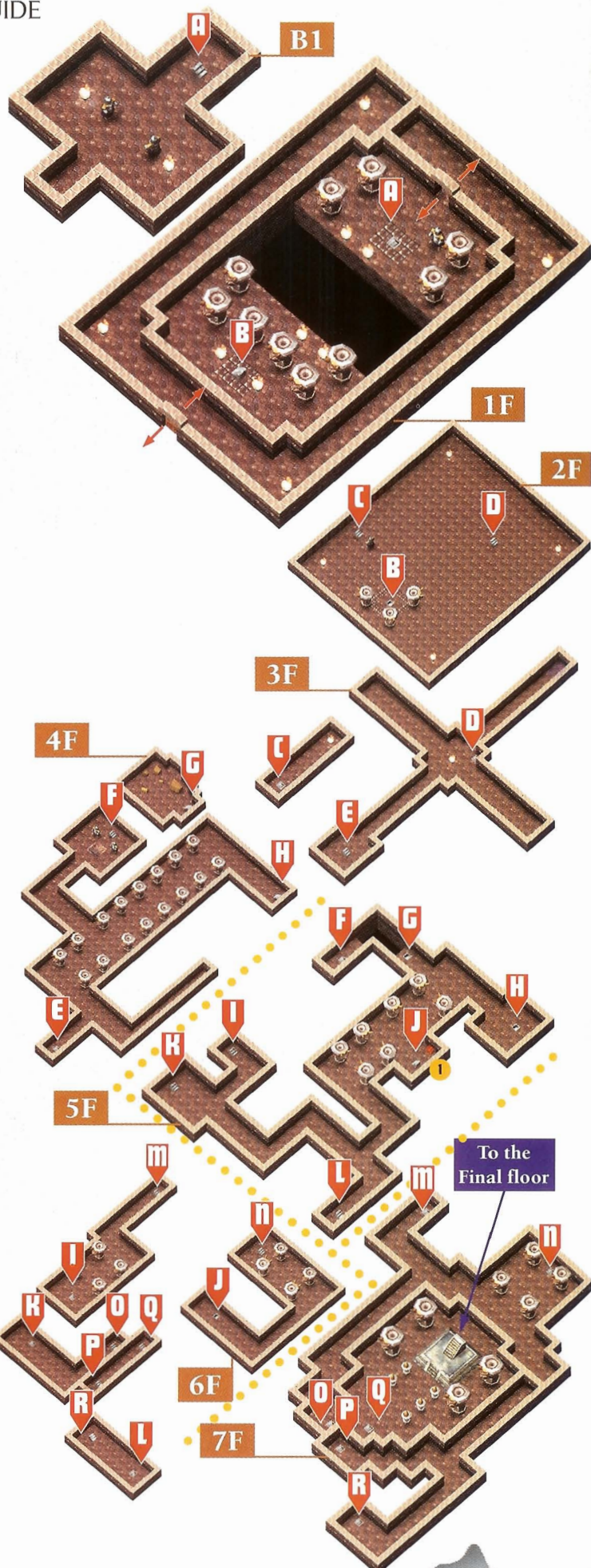
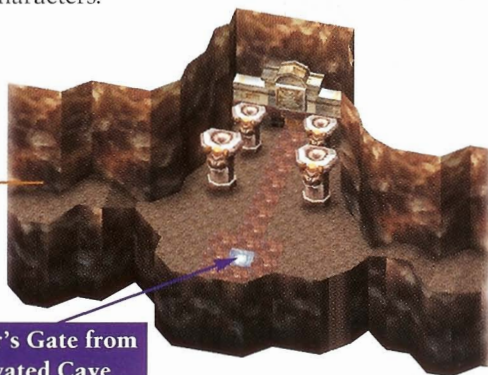
Unknown Shrine: Get from the Wise Man

Demon Lord's Lair

The Traveler's Gate at the end of the Excavated Cave takes you to the Demon Lord's Lair. Here you find the Demon Lord waiting for you in the depths of this confusing and well-guarded dungeon. If you don't know if you can defeat the Demon Lord at this point, consider returning to the mainland to level up your characters.

ENTRANCE

Traveler's Gate from
Excavated Cave



Treasure Data

	Past
1.	Mimic

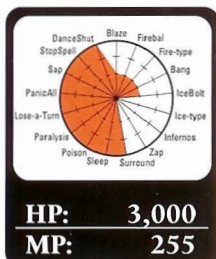
Monster Data

CureSlime HP: 230 MP: 200		CurseLamp HP: 210 MP: 8	
EvilClown HP: 185 MP: 200		EvilViper HP: 120 MP: 0	
FireCloud HP: 155 MP: 25		FlameToad HP: 155 MP: 0	
Metabble HP: 6 MP: 50		Metal HP: 4 MP: 20	
Mimic HP: 250 MP: 15		OrcDevil HP: 210 MP: 0	
ProtoMech HP: 190 MP: 0		SheepDuck HP: 180 MP: 0	

The Demon Lord, Orgodemir

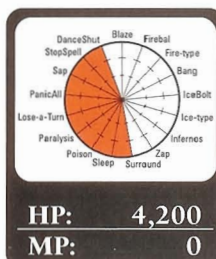
How you take on Orgodemir depends largely on your party's skills and spells. As far as preparation, at this stage in the game your party members should have mastered three or more Basic Character Classes and two Intermediate Character Classes. If any member is close to mastering a Character Class, level them up.

First Form:



Orgodemir starts off strong, with a variety of strong magic attacks such as Blazemost, Explodet, Magma, and so on. If you decide to use a lot of support skills, watch out for his Freezing Pulse attack, which, like Majustis, voids the effects of all support skills. So, instead of casting TwinHits on your heavy hitters, use PsycheUp. Fortunately, Orgodemir's attacks aren't as strong as you might fear, and as long as one or two characters heal every round (HealUs and HealSong are musts), you should be OK.

Second Form:



Orgodemir's second form is much more deadly. This one relies almost solely on powerful ice- and fire-breath attacks. He also has a powerful spiky shoulder attack that can do 150HP+ in damage. Like the first form, this one can also use Freezing Pulse and negate any support skills you set up. I recommend using Barrier as much as possible to lessen the damage caused by his breath attacks. FairWind is also a good defensive spell, because this form of Orgodemir is somewhat vulnerable to fire and ice. If you keep your party in good health, you'll find this battle long, but imminently winnable.

NOTE

The remainder of the game takes place in parts of the world you already explored and uncovered. As a result, the maps in this section only cover the new dungeons you discover in this part of the quest.

Part 22: Reviving God

Recommended Level: 34

Defeating Orgodemir in his lair does not mark the end of *Dragon Warrior VII*. You must complete your divine task by resurrecting God. Because you already attempted this ceremony before with the Dejangs, you shouldn't have any problems figuring out what to do. Now you only need a legendary Tula Player. Shouldn't Princess Michaela in Mardra have that contest ready?

Step-by-Step Walkthrough

- After defeating Orgodemir and receiving blessings from the Soldiers of God in the Sky Fane, return to the Ruins.
- Head to Estard Castle and talk to King Burns in the dining room.
- Go to Mardra Castle to meet up with Princess Michaela. Follow her to the Mardra Fane, and watch the Tula contest on the podium.
- Take Johann, the winner, to the resurrected site of the Terra Spirit's Temple, still encased in water. Go to the Dejan's camp by the lake to meet with the Chief.
- Get the TerraBell and go into the Lake Cave to drain the lake.
- Join the Dejangs at the Temple, and watch Aira and Johann perform the revival ceremony.
- Return to Fishbel for the celebration. Talk to your parents and the Head Cook on the fishing boat to start the party.
- Go to Estard City and visit the King in the Castle.

NOTE

The Lake Cave is in much the same state as when you visited during the Dejan scenario in the past. But now the helpful hints once engraved on the stone monoliths throughout the cave are worn to illegible scratchings. If you cannot remember how to get through the cave, look back at the maps in the first part of the walkthrough.

Part 23: The Passage of Time

After the resurrection of God, time passes and things return to normal. Your party members return to their homes, and you begin training to become a fisherman. On an island northwest of Estard, a palace in praise of God is under construction. However, on the morning of your first fishing trip, destiny intervenes and sends you and your friends on a new adventure.

Step-by-Step Walkthrough

1. When you wake up, get the Fish Sub from your mother. Take it to your father, Borkano, on his fishing boat.
2. Agree to meet with the Messengers of God in Borkano's stead. Follow their path to Estard Castle.
3. Talk to the King's Minister, and get permission to attend the meeting with the Messengers of God.
4. Join King Burns and Aira (and Gabo) on the trip to the Crystal Palace.
5. While the King is upstairs at the Crystal Palace for the meeting with God, nap in the room provided. When a noise wakes you, head to the stairs that lead to the upper floors.
6. When Melvin goes outside to check on a disturbance, go upstairs and talk the guards into letting you join the meeting.
7. Talk to all the representatives at the meeting, then listen to God's words.
8. After the meeting leave the Crystal Palace with King Burns, and return to Estard Castle.
9. Return to Fishbel and look for Maribel.
10. Go to the Ruins to talk to Melvin via the statue.
11. Enter the Ruins and go to the rooms with the Traveler's Gates. Work with Melvin to relight the torches on the small shrines in the center room.
12. As Melvin, go to the Great Lighthouse.
13. Go to the Halflings' Cave and get the King's permission to enter the Great Lighthouse.
14. Return to the Great Lighthouse, and climb to the top to get the PilotFire. Relight the torch on the small Flame Shrine.
15. As Hero, take the Traveler's Gate inside the Flame Shrine to Mt. Flame in Engow. Go to Engow Village to seek out the Chief and Pamela.
16. Find a big enough excuse to interrupt the meeting at the Chief's house by talking to all the villagers.

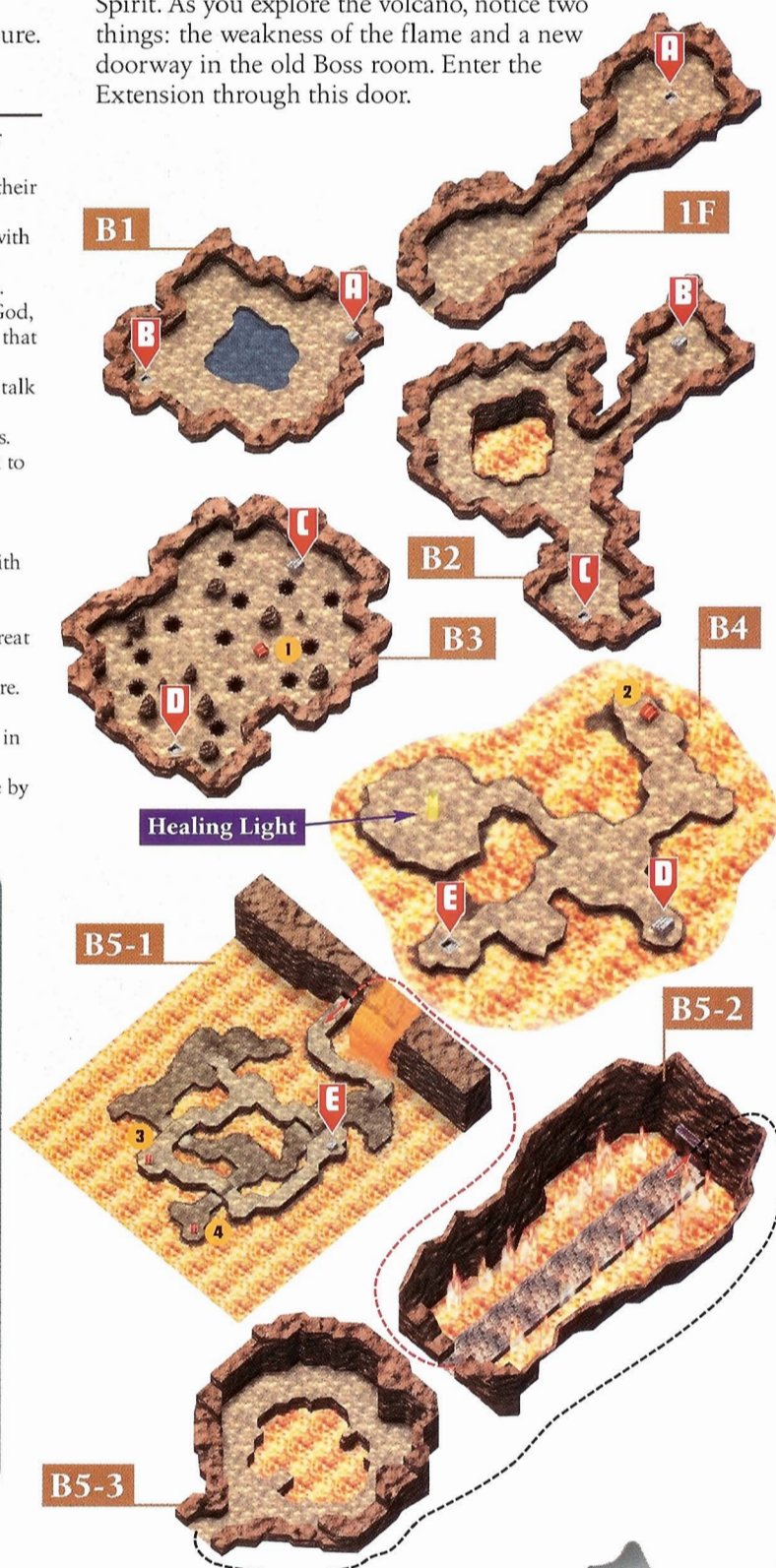
TIP

The big problem in this section is the loss of Melvin and the reintroduction of Maribel. Unless you trained Melvin to replace Maribel, you find the two hardly interchangeable. There is also the question of armor and weapons. Maribel's current equipment is quite old and weak compared to the stuff you purchased for the rest of your party at the Sky Fane. Because your party cannot shop there at the present time and the stores on Estard and Engow offer limited stock, you cannot boost Maribel's ATK and DEF that way—or can you? When you take control of Melvin for a short while, notice that he has the party's Bag. This means Hero and his party can use any item Melvin puts in the Bag when you regain control of him. In other words, you can send Melvin on a shopping spree in Coastal and the Halfling's Cave, and as long as you put the merchandise in the communal Bag, Maribel reaps the rewards.

17. Go with Pamela to Mt. Flame. Travel down the volcano to the old Boss room, and discover the entrance to the Mt. Flame Extension.
18. At the door to the Flame Spirit's chamber, get the Flame Key and the FlameAqua from Pamela's assistant.
19. Use the FlameAqua at the source of the Flame Spirit's power.
20. Defeat the Flame Spirit and get the FlameChrm.

Mt. Flame Extension

Your new quest takes you to Mt. Flame to awaken the Flame Spirit. As you explore the volcano, notice two things: the weakness of the flame and a new doorway in the old Boss room. Enter the Extension through this door.



Treasure Data

	Present
1.	Lava Staff
2.	Tiny Medal
3.	STRseed
4.	WorldDew

Monster Data

BoneRider HP: 280 MP: 30		CosmoBog HP: 310 MP: 30	
GoldSlime HP: 350 MP: 18		Hellbane HP: 330 MP: 0	
Magmaron HP: 250 MP: 20		Rosevine HP: 380 MP: 5	
SkulBlade HP: 180 MP: 0		TigerMage HP: 170 MP: 20	
WingDraco HP: 315 MP: 20			

Beware the Flame Geysers!

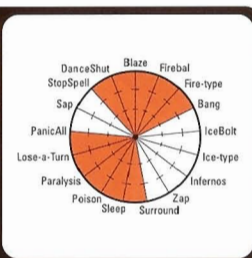


Watch your step as you journey across B3. Jets of flame burst through the holes in the cavern floor at irregular intervals, making it easy to get burned.

The Flame Spirit



HP: 2,900
MP: 255



The state of your party largely affects how easily you defeat the Flame Spirit. At this stage in the game, you can't purchase armor and equipment

for Maribel that matches what your other characters currently wear. This will be remedied shortly, but for now make do with what you have. The other problem is that Maribel is weaker and less trained than the rest. If you heavily counted on Melvin in battle, Maribel will be a less than satisfactory replacement.

On the positive side, if you counter the damage caused by powerful Fire-type attacks, you should survive this battle. The

Flame Spirit relies solely on Fire-type attacks such as Scorching, Magma, Blazemost, and an extremely powerful fireball attack that does 150–180HP of damage to a single character. If your fighters concentrate on their strongest attacks and one character constantly heals with spells and skills such as Hustle and HealUs, you will eventually defeat the Flame Spirit. Expect this to be a long battle.

Part 24: Awakening the Wind and Terra Spirits

Recommended Level: 37

Your conversation with the Flame Spirit gives you a good idea of what to do to get to the bottom of God's strange behavior. However, you don't have the means until you meet with the infamous Sharkeye on his recently defrosted ship. Sharkeye's Ship can sail through the darkness between Fishbel and Dharma, giving you the ability to change your characters' Character Classes as needed.

Step-by-Step Walkthrough

- Return to Fishbel once you get the FlameChrm from the Flame Spirit. Talk to your mother on the pier, then ask Amitt for permission to sail with the crew to meet the ship that appeared close to Fishbel.
- Wake up on Sharkeye's Ship, and meet with Sharkeye himself.
- Awaken the Aqua Spirit with Sharkeye's help.
- Return to the Ruins to use the Traveler's Gate in the small Terra Shrine.
- Go to Dune Village and speak with the Chief to learn the current status of the Queen and the Palace.
- Go to Dune Palace to speak to the Queen.
- Return to the village, and talk to the Chief about his sons. Saide joins your party.
- Talk to the Shaman inside the giant vase, and ask him to awaken the Terra Spirit.
- Follow the Shaman to the oasis near the village (where the Traveler's Gate is) to witness the ceremony.
- Talk to the Chief in the village and the Queen in the Palace to learn where to find a likeness of the Terra Spirit.
- Go into the Fane in the Palace's basement. Get the King's Key from Saide's three brothers. Show it to the Queen.
- Use the Traveler's Gate in the giant vase in Dune Village to travel to the Sphinx. Use the King's Key to open the locked area of the Sphinx.
- Use the raft to travel to the entrance of the Underground Pyramid.
- On 1F close the caskets to darken the room so you can see the Seer's Gem.
- On 4F wait in front of the gargoyle's face until it opens its mouth. Get the Rouge Gem.
- On 2F get the Heart Gem.
- Get the Nose Gem at the bottom of the Pyramid.
- Return to the oasis and the Shaman. Break the Heart Gem in two, and give all the gems to the Shaman to awaken the Terra Spirit. Get the TerraChrm.
- Return to the Ruins to use the Traveler's Gate in the small Wind Shrine.
- Go to the library in the Lefa Fane to learn from Firia's writings how to awaken the Wind Spirit.
- Go to Gorges and speak to the Pendragon, Sefana.
- Go with the Pendragon to the Wind Tower on the eastern peninsula to the southeast of the city.
- Climb to the top of the Wind Tower to the Wind Altar. Use the wind to travel to the Sky Town.
- Help the Pendragon of the Sky Town clean his room. Get the Seal Key and the Halo Orb, and learn how to use the Wind Robe and the Spirit Statue to awaken the Wind Spirit.
- Use the Seal Key to unlock the entrance to the Wind Maze.
- Travel to the treasure chest podium in Area 4 of the Wind Maze. Defeat Nengal and get the Wind Robe.

27. Return to the Sky Town and see the Pendragon. Clean his room again to get the Wind Hat.
28. Return to the Lefa Fane, and put the Wind Robe on the Statue of Firia (a.k.a. the Spirit Statue). Wake the Wind Spirit and get the WindCharm.
29. Return to Estard Island and board Sharkeye's Ship. Work with Sharkeye to awaken the Aqua Spirit. Get the AquaCharm.
30. Follow the four Spirits to the Crystal Palace. Prepare to enter the Dark Palace and face the final Boss!

TIP

Awaken the Terra Spirit and the Wind Spirit in any order. If you wake the Terra Spirit first, you have more time and opportunity to level up your party before taking on the Boss at the end of the Wind Maze. Ultimately, the choice is up to you!

Sharkeye's Ship

Sharkeye's Ship is not your normal ship, being twice as large and with almost all the amenities of a normal town. While parts of the world are still sealed off, use Sharkeye's Ship to travel back and forth between Fishbel and Dharma Temple. Once the world returns to "normal," Sharkeye's Ship replaces your first one, and you can use it to travel almost anywhere.



Shops on Sharkeye's Ship

In addition to a place to sleep, Sharkeye's Ship also has places to buy the latest and greatest armor and weapons. You find five shops on the main deck.

Weapon Shop (Past)

Item	Effect	Cost
Thunder Sword	ATK +95	24,000G
Devil Claw	ATK +90	35,000G
Bastard Sword	ATK +109	31,000G
Sea Roar	ATK +74	14,000G

Weapon Shop (Present)

Item	Effect	Cost
Dagger	ATK +30	1,500G
Power Claw	ATK +40	7,100G
Needle	ATK +45	11,000G
Zombie Sword	ATK +75	15,000G
Dragon Claw	ATK +85	21,000G
Godeus Sword	ATK +97	23,000G

Armor Shop (Past)

Item	Effect	Cost
Viking Armor	DEF +38	7,000G
Captain Hat	DEF +19	2,800G
Viking Helm	DEF +25	4,500G
Silver Shield	DEF +50	33,000G
Dugon Helm	DEF +40	26,500G

Armor Shop (Present)

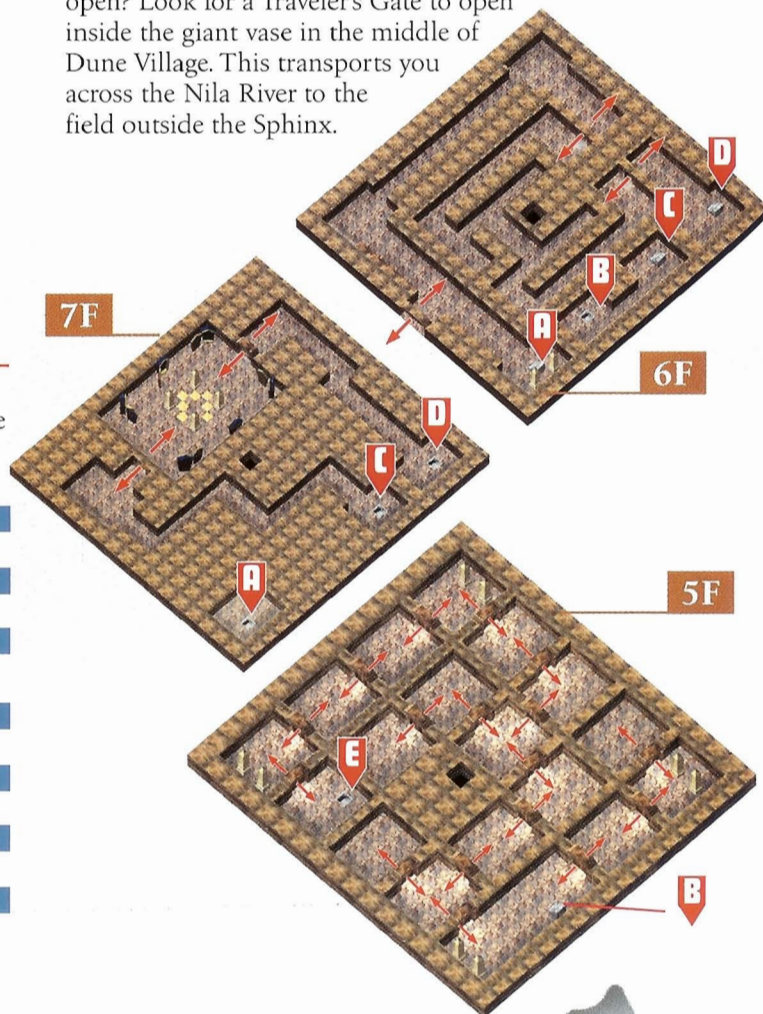
Item	Effect	Cost
Water Robe	DEF +65	16,800G
Flame Armor	DEF +70	21,000G
Gigant Armor	DEF +92	35,000G
Heal Shield	DEF +40	25,000G
Mithril Helm	DEF +32	10,000G

Item Shop

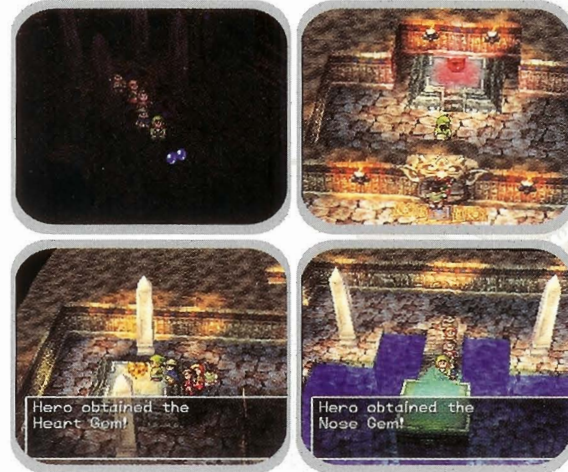
Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
MoonHerb	Cures Paralysis	30G
SpiderWeb	Freezes enemy	35G

The Underground Pyramid

You need the King's Key to access this well-hidden and highly mysterious Pyramid deep below the ground under the Sphinx. But how do you get to the Sphinx in a world where Return spells are sealed off and your Magic Carpet doesn't open? Look for a Traveler's Gate to open inside the giant vase in the middle of Dune Village. This transports you across the Nila River to the field outside the Sphinx.



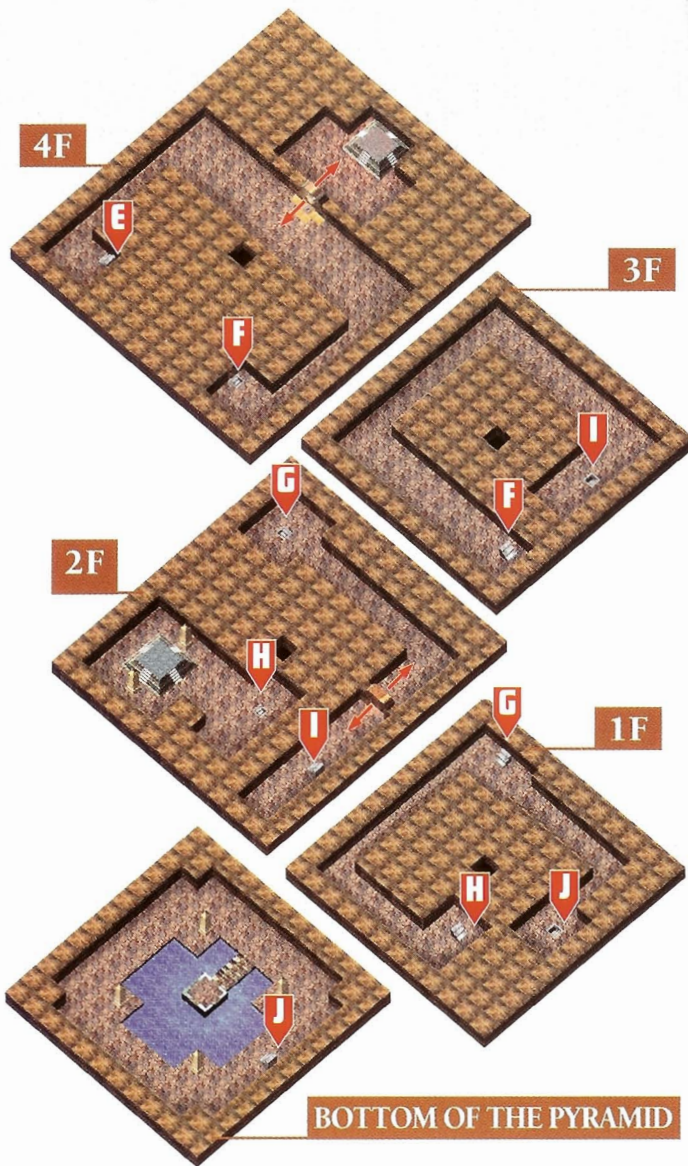
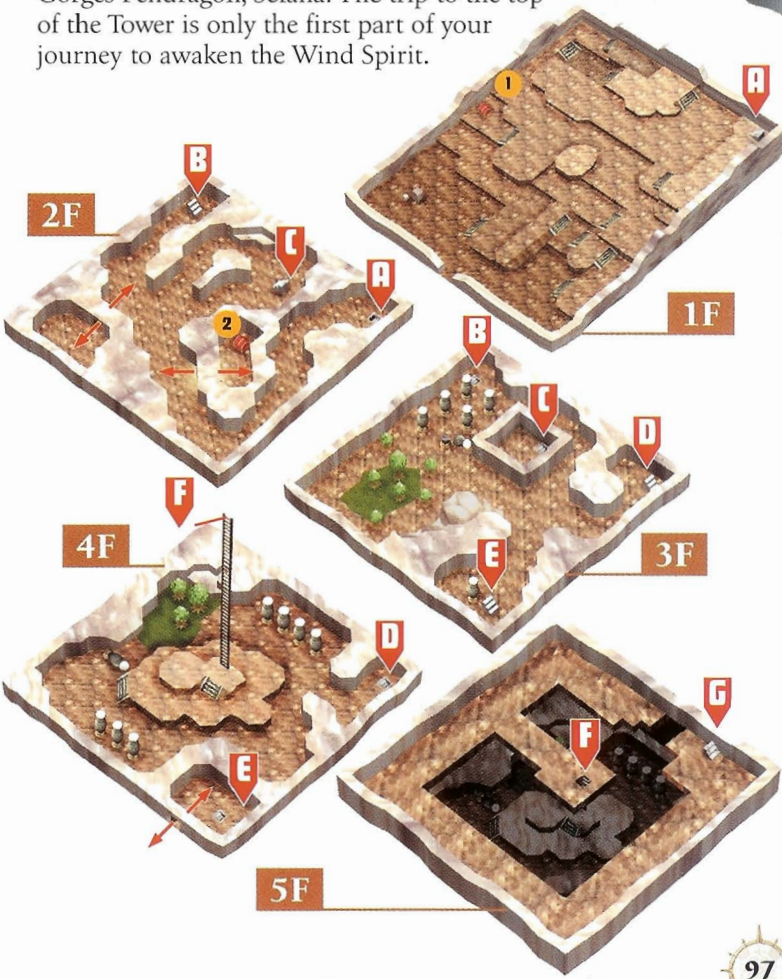
The Four Face Gems



The panels in the floor at the entrance of the Underground Pyramid explain how to get all four of the Face Gems you need to reconstruct the Terra Spirit's face. Saide dutifully writes down the hints, and you can ask him to repeat them. However, the step-by-step walkthrough gives all the instructions.

Wind Tower

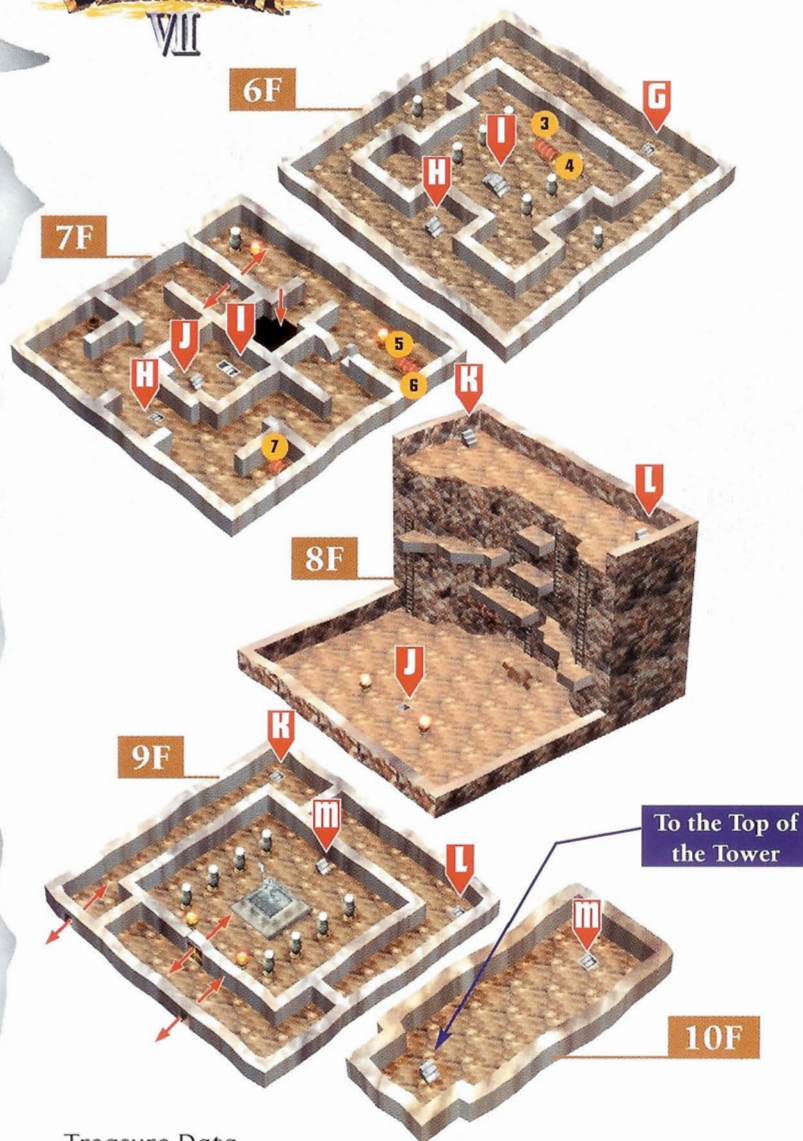
If you discovered this Tower while exploring the Lefa region, you probably wondered what it would take to get the guards to let you in. As you find out, it only takes the presence of the Gorges Pendragon, Sefana. The trip to the top of the Tower is only the first part of your journey to awaken the Wind Spirit.



BOTTOM OF THE PYRAMID

Monster Data

BoltDevil HP: 259 MP: 0		DemonToad HP: 220 MP: 0	
EvlVulgar HP: 325 MP: 50		GoldKid HP: 215 MP: 0	
Grogoopi HP: 185 MP: 50		RedGrunt HP: 354 MP: 50	
SkyDevil HP: 320 MP: 30		Slemperor HP: 310 MP: 16	
WoeBottle HP: 245 MP: 16		Zombier HP: 350 MP: 20	



Treasure Data

	Present
1.	TinyMedal
2.	Miracle Sword
3.	DEFseed
4.	AGLseed
5.	1,200G
6.	Mimic
7.	AGL Scarf

Monster Data

Andreal HP: 358 MP: 0		ClayNite HP: 330 MP: 50	
DeadNoble HP: 365 MP: 37		DemonToad HP: 220 MP: 0	
FoFighter HP: 180 MP: 0		FooHero HP: 150 MP: 19	

FooMage

HP: 120
MP: 22



Gerion

HP: 352
MP: 27



Hulkagon

HP: 390
MP: 0



LampGenie

HP: 350
MP: 0



NumbSlime

HP: 240
MP: 0



Zombie

HP: 338
MP: 0



Zombier

HP: 350
MP: 20



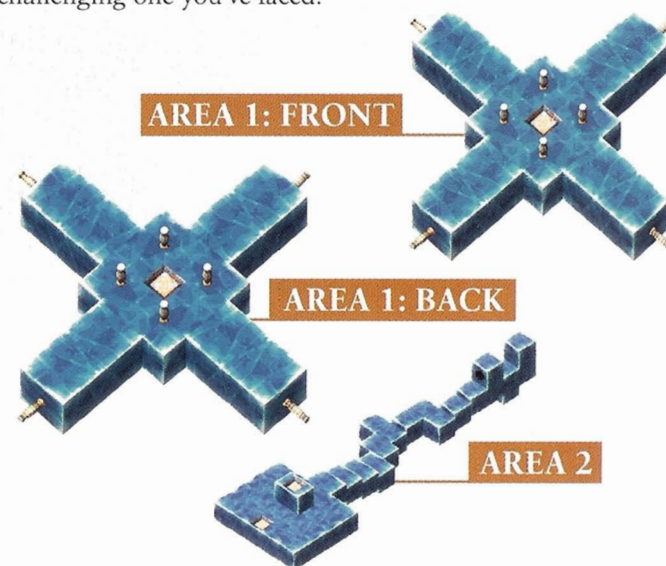
Chutes and Ladders

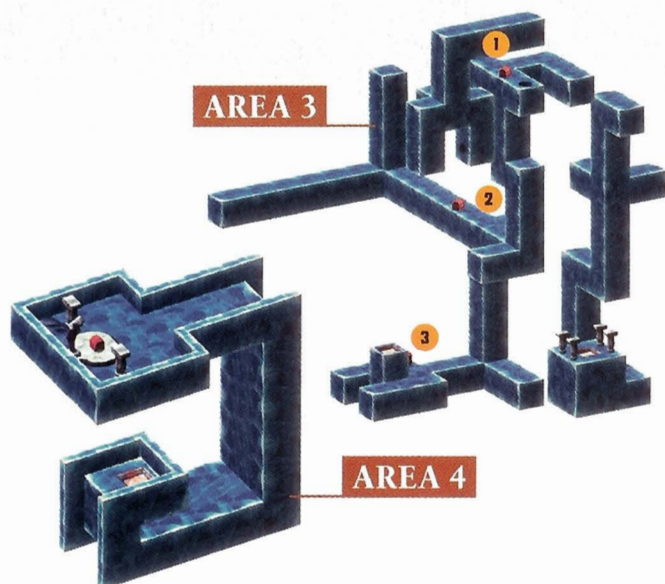


Sometimes, you must backtrack if you want to make any progress. This is the case on 8F, where you must jump from one platform to another to find a ladder that takes you to the top of the floor. Look at the map to plan your ascent.

Wind Maze

The Wind Maze is unlike anything you ever saw before! Instead of traveling through twisted and confusing corridors, you must journey across the surface of a twisting and turnable 3-D structure. Traveling on these structures is similar to walking around Sky Town. You can walk off surface edges, causing the structure to rotate, but not up walls. In this dungeon you can also use the button to zoom out and get a better picture of the entire structure. Of all the dungeons in *Dragon Warrior VII*, this one is likely to be the most challenging one you've faced!





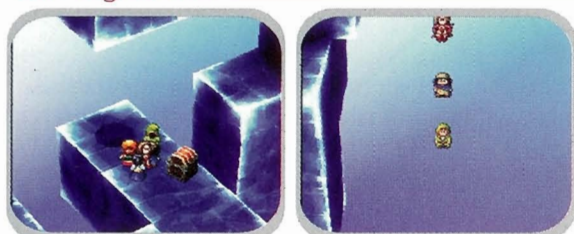
Treasure Data

	Present
1.	Speed Ring
2.	Light Dress
3.	TinyMedal

Monster Data

Andreal HP: 358 MP: 0		Cerabus HP: 274 MP: 0	
DeadNoble HP: 365 MP: 37		EvlVulgar HP: 325 MP: 50	
Gerion HP: 352 MP: 27		GoldKid HP: 215 MP: 0	
Hulkagon HP: 390 MP: 0			

The Big Secret



There's more to the Wind Maze than meets the eye. To get to most exit teleporters, you need to find a hole or two to fall through. These holes are the only places where you can actually fall off. They are especially important in Area 3, because it is made up of three separate structures, and you must travel on all three to reach the exit teleporter.

Nengal

HP: 4,680
 MP: 0

Prepare for a long and tedious battle! Nengal is the king of hit points, and at this stage of the game, it is going to take you a while to defeat him. Other than that, Nengal is

a pretty easy foe. He has one attack per round, and he focuses mainly on brutal physical attacks. In addition to his normal attack, expect to see Sword Dance, a charge attack, and a particularly deadly Brutal Hit that can inflict over 250HP of damage. Raise your characters' defense to the max, and keep up on healing. When you defeat Nengal, he gives you the Wind Robe.

Part 25: The End of the Demon Lord

Recommended Level: 39

After you call the four Spirits together and uncover the Demon Lord's plot, the last thing to do is to defeat the Demon Lord. To get to him, however, you need to travel to his new throne room at the end of the Dark Palace. The Dark Palace, is filled with dangerous monsters and interesting challenges. Your trip won't be easy, but saving the world never is.

Before you go to the Dark Palace, you equip your party with the best armor and weapons you can buy. If anyone in your party is close to mastering a Character Class, consider fighting random battles until they do. It is important that you enter the Dark Palace with your characters at the peaks of their training. Having one or two characters in Advanced Character levels proves handy when you confront Orgodemir the second time!

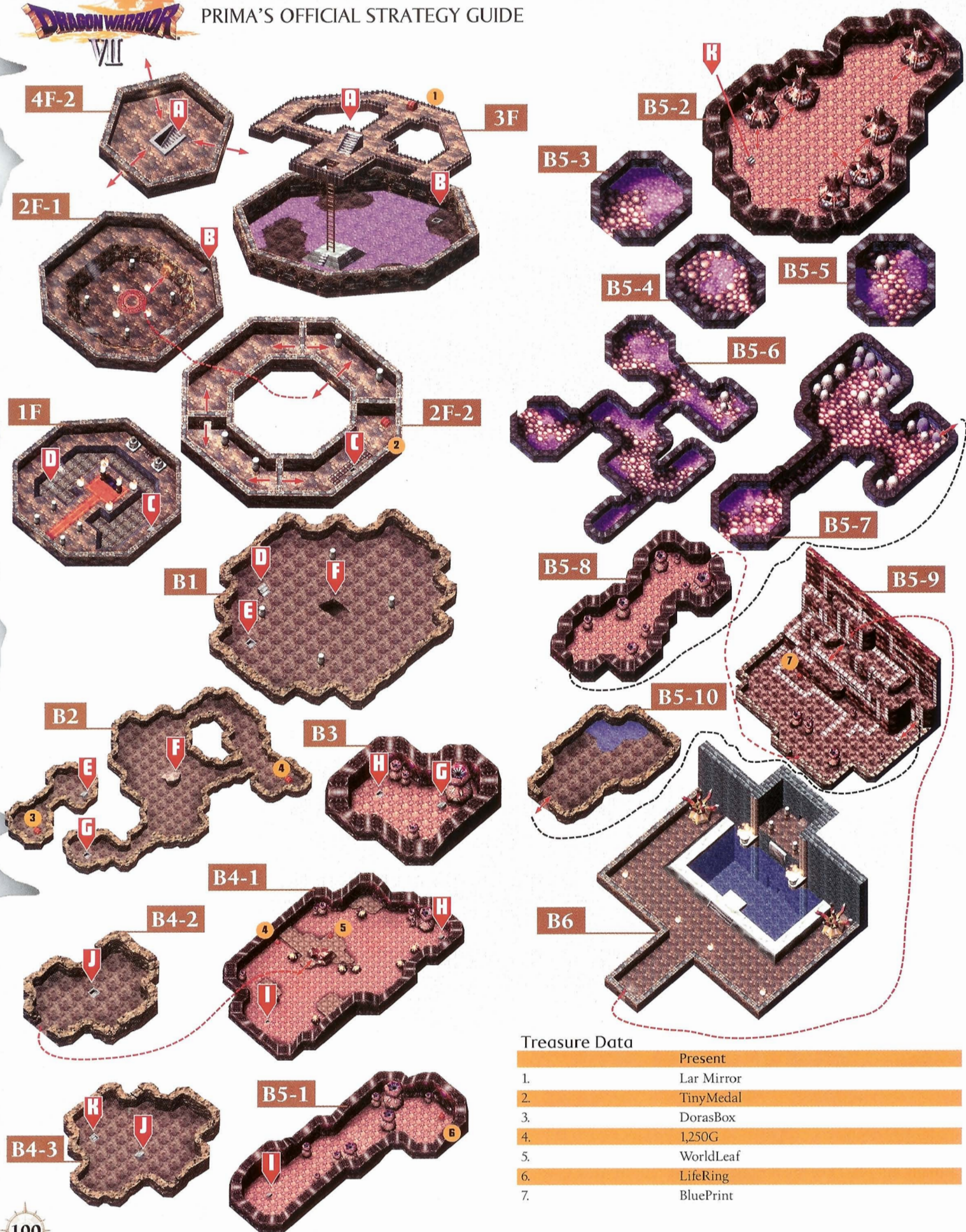
Also, after you return to Estart Castle to get the Sky Stone, Melvin joins your party while Maribel rushes back to Fishbel to check on her parents. If you decide you want her back, you only have to go to Fishbel and ask her. From this point on, you can change the members of your party at will.

Dark Palace

To enter the Dark Palace, fly there in the Sky Stone. You can sail to the island, but the only entrances are at the top of what used to be the Crystal Palace. The Dark Palace itself is composed of stone rooms and hallways mixed with strange biological messes. On your way to Orgodemir's throne room, you must deal with swampy hallways, cocooned monsters stuck to walls in front of doorways, and "living"



4F-1



Treasure Data

	Present
1.	Lar Mirror
2.	TinyMedal
3.	DorasBox
4.	1,250G
5.	WorldLeaf
6.	LifeRing
7.	BluePrint

Monster Data

Behemoth HP: 385 MP: 50		Bludbeast HP: 560 MP: 36	
DeathGron HP: 280 MP: 42		Disguiser HP: 315 MP: 100	
Drakorpse HP: 456 MP: 0		DruinLord HP: 450 MP: 100	
GigaDraco HP: 520 MP: 50		HellGiant HP: 410 MP: 70	
MetalyS HP: 8 MP: 100		Necrobal HP: 440 MP: 65	
Niterich HP: 420 MP: 0		OgreKing HP: 360 MP: 16	
RainHawk HP: 456 MP: 120		StelDemon HP: 300 MP: 30	
Swordbane HP: 283 MP: 0		WoePriest HP: 380 MP: 90	

The Final Key



and the central room of the Tablet room in the Ruins.

When you get to the basement, you find a big gaping hole in the floor. Before you jump into it, examine the treasure chests in the rooms on the perimeter. In one you find the Final Key, which enables you to unlock any door in the game, including the barred gates in the basement of Estard Castle

Dangerous Floors



Be careful where you walk in the Dark Palace. Not only do you find areas of poisonous swamp, but a glowing, red-hot brand that makes your party wince with pain is also in the center of 2F-1.

Warning! Strange Biological Areas Ahead!



Some rooms in the Dark Palace are actually alive! Most of these areas are benign, with a couple of poisonous mucus patches here and there. Strange mouth orifices inhabit B4-1. These mouths slurp up your party and excrete them elsewhere in the dungeon. However, to get all the loot, to go to B4-2, and to take the stairs to the next level, you must figure out which mouths lead to which areas.

The Hidden Door



The white cocoons attached to the walls in the living sections are actually home to hibernating monsters. If you examine one, it will attack. If you defeat the monster inside, the cocoon disappears. You never know what you will find behind them!

The Fork in the Road

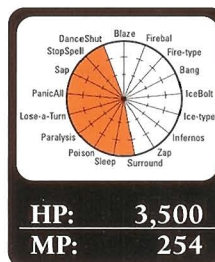


When you get to B6, you are at a dead end. If you're not sure what to do, ask your party members. They recommend trying to use the Charms the Spirits gave you. When you do, you are whisked away into an elemental-themed section of the dungeon. That section leads to a teleporter connected directly with Orgodemir's new throne room. To experience all four sections, cast Outside before entering the teleporter. Yes, this means you must traverse the Dark Palace four times if you want to see all four pathways and get all the treasure.

Orgodemir

As you can imagine, Orgodemir is not happy to see your smiling faces in his throne room again. This time he hits you in four different forms with four attack styles.

First Form:



Orgodemir's first form relies on ice- and fire-breath attacks, making Barrier and heat and ice retardant armor a must! However, he only gets one attack per round, making it easier to cope with the damage he inflicts. This form is similar to Orgodemir's second form from the first battle.

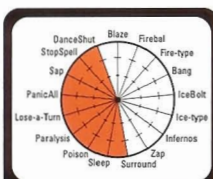
Second Form:



HP: 3,300
MP: 255

Orgodemir's second form is the human Mage from the first battle. This form attacks twice per round and casts a wide variety of spells such as Blazemost and Explodet. He can also use Fighter attacks such as Windbeast and Punch. In addition, Orgodemir can toss energy balls at your team, put them to sleep with his gaze, breathe intense flames on them, and wipe out all support spells with a freezing pulse. Keep your party protected with Barrier and all the healing spells you can manage, while your strongest fighters do what they do best.

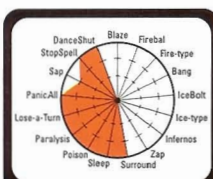
Third Form:



HP: 3,000
MP: 254

Orgodemir's weakest form is also the one most likely to kill off members of your battle party. This third form gets one to two attacks per round, and they are all hazardous to your health. Terrifying Cry does about 150HP of damage to every member, while his normal attack does 80–100HP to a single victim. He can also spew a poisonous mist, pull Magma from the ground, and throw a character across the room (200HP or more in damage). If he does any of these in combination, they are bad for your party's health. Have two of your strongest fighters use their most powerful attacks, while the other two heal and raise defense.

Fourth (and Final) Form:



HP: 4,500
MP: 254

As long as you can keep a MagicWall between your party and Orgodemir's final form, this part of the battle is restful. The reason for this is simple: If Orgodemir starts by calling in a backup monster to stand by him in battle (Bulbose on the left side, Dagorlach on the right), he will keep it up until he is defeated. When you defeat one, he just calls in another to take its place. Because this form gets one to three attacks per round, any time he wastes a round this way, that is one less attack you must deal with. Use multi-target attacks such as QuadHits and Stampede to inflict damage on both Orgodemir and his henchmen.

Plan for the use of MegaMagic, a spell that Orgodemir casts several times during the battle. Have your fastest spellcaster cast MagicWall in the first round, and refresh it whenever it runs out or Orgodemir's freezing pulse attack cancels it. If MegaMagic's full power hits your party, they are all almost guaranteed to die.

Orgodemir's other attacks in this form include a charge attack, Meditate (which recovers about 500HP with each use), MagicWall, Sleep, a coil attack, and of course, breath attacks.

Minigames and Other Secrets

When you need a break from your main quest, there are different things in *Dragon Warrior VII* to amuse and challenge you. This is a brief rundown of all the minigames and other offerings the game has in store for you.

The Immigrant Town



When you visit Dialac Village in the present (after you unseal it in the past), there is a big, empty field with a large stone monolith at the entrance. The monolith is the only thing that remains of Dialac Village, and it provides inspiration to passing travelers. One traveler is especially inspired and wishes to build a city in the shadow of that monolith. His name is Sim, and he needs help recruiting new villagers. If you played *Dragon Warrior III*, you know what happens next.



◀ Sim needs your help to realize his dreams.

The Immigrant Town in *Dragon Warrior VII* is much larger than the one in *Dragon Warrior III*. The town's success depends on your efforts at recruiting new townspeople. As you explore towns in the present, you find characters who seek new challenges and a new place to call home. If you like them, tell them about Sim's town and send them on their way. The type of people you send to the Immigrant Town plays a large role in how the town grows and develops. For example, if you send a lot of Sisters and Priests, the place will take on a decidedly religious tone. Send nothing but Bunny Girls and escaped convicts, and the town will start to develop a more unsavory appearance.

When you start to build up Immigrant Town, don't worry about the types of people you invite. Turn the empty field into a thriving city. The only way to do that is to recruit lots of people. Find possible Immigrants in Inns, Temples, and even Shops in any town you visit in the present. Immigrants can be male or female, young or old, human or animal, and they can specialize in any type of job, from

shopkeeper to Priest to Sailor to convict. After you recruit an Immigrant, you must wait awhile before you find another candidate there again. The best way to recruit characters is to visit all the towns and regions you've unsealed at the end of each scenario. To help you pinpoint where to find an Immigrant, look at the following list. It gives you the most common areas to find Immigrants; it does not list all the locations, however.



◀ If you like the a prospective Immigrant, invite him or her to move to your town. If you don't, keep the location secret.

Common Locations to Find Possible Immigrants

Estart City Inn	Litorud Inn
Rexwood Inn	Litorud Temple
Engow Inn	Hamelia Inn
Orph Inn	Temple to the northwest of Hamelia
Orph Item Shop (use back door)	Probina Inn
Falrish Inn	Probina Armor Shop
Falrish Temple	Loomin Inn
Mentare (shack between Mentare and Geionne Monastery)	Mardra City Inn
Verdham (in the ruins)	Mardra Castle
Inn to the west of Mentare and Verdham	Gorges Inn
Dharma Temple (upstairs)	Lefa Shrine
Inn to the east of Dharma Temple	Labres Inn
Mezar Temple	Coastal City Armor Shop
Mezar Inn	Coastal City Inn
Dune Village Inn	Coastal City Temple (lounge on the second floor)
Krage Inn	

As the number of residents increases, so does the number of facilities. When your town consists of 14 or fewer residents, there are many dreamers and tents, but no shops or other facilities. The first shop opens when your town has 15 residents, and the number and quality of shops increases with every five residents added. The town hits its capacity at 40 residents (27 is the cap on Disc 1). You can start having fun by changing the focus of the town.

As your town grows, Sim gives you the opportunity to name it. Like *Dragon Warrior III*, the name of the town is derived from the name of the Hero character. So if you named your Hero character "Ed," the default name becomes "Edville." At this point Sim moves to a house east of the town and monitors its growth from there. Shortly thereafter, Sim lets you manage the town's population, allowing you to check the list of residents, change residents with a friend's town (via a Memory Card), and eject unhappy residents. Because you cannot recruit new characters when the town is full, unhappy residents must leave before you can change your town's composition.



◀ As your town grows, Sim supervises the citizens from afar. Talk to him in his new digs to find out more about the people who live there.

This is where the Immigrant Town becomes very fun. The typical full Immigrant Town is just like any other high-level town in *Dragon Warrior VII*. However, when your town meets certain requirements, it becomes a Super-Town, filled with unusual shops selling rare items and larger-than-life facilities. The requirements for each "Super-Town" are listed below:

Premium Bazaar

Requirements: Total Population ≥ 35 ; Merchants and Traders ≥ 21

This town is the equivalent of an elite mall. It is filled with shops and rare merchandise you can't find anywhere else. If you can round up the number of shopkeeper types needed to turn your town into a Premium Bazaar, save up money to buy things such as the Bow Gun and the MetlKing Sword!

Grand Slum

Requirements: Total Population ≥ 35 ; Bullies ≥ 8 ; Prisoners and Sailors ≥ 6 ; Bunny Girls, Dancers, and Bartenders ≥ 10

Fill the requirements for this type, and you end up with the largest Casino in the game. You can gamble away your money in hope of winning some of the rare prizes offered. If you are addicted to gambling in the *Dragon Warrior VII* Casinos, create the Grand Slum.

Cathedral

Requirements: Total Population ≥ 35 ; Priests and Sisters ≥ 20

When your town has 20 or more Priests and Sisters, it turns into a giant Cathedral. In this divine atmosphere, contemplate your existence and enjoy the tranquility. The shops here sell items of a religious or blessed nature.

Great Farm

Requirements: Total Population ≥ 35 ; Farmers ≥ 13 ; Halflings, Horses, Pigs, and Cows ≥ 10

If you are intrigued by the idea of recruiting animals for your Immigrant Town, create a Great Farm. This is nothing more than a giant farm where Farmers plow in peace and animals graze happily. If this sounds like your idea of heaven, stay at one of the town's many Inns.



Casino

If you are into gambling, the Casinos in *Dragon Warrior VII* will be to your liking. They offer three basic games: Slots, Poker, and Lucky Panel (an adult version of the Memory game). To play any game, first trade in your Gold for Coins. The conversion rate is 20G for a single Coin. Because you cannot convert your Coins back into Gold, be very careful before you cash in all your money and risk losing it. However, you can only win or buy many rare items in Casinos, so if you are a good gambler, you may turn a small investment of Gold into a fortune in Coins.

There are three Casinos in this world. The first is located at the Travelers' Inn southeast of Dharma Temple. It's at the bottom of the well, where it exists in both the past and present. However, when you visit the Dharma Casino in the present, the games are more expensive to play.



▲ To reach the Dharma Casino, just hop into the well!

Dharma Casino Coin Exchange

Item	Cost (in Coins)
Scarf	100 Coins
Potion	200 Coins
Tights	400 Coins
Magic Robe	1,000 Coins
Wizard Ring	3,000 Coins
Dolphin Shield	5,000 Coins

The second Casino is in the castle portion of Coastal City in the present only. It is a mammoth Casino, offering some of the best prizes. However, many games are very expensive. If you haven't completed the events on Disc 2, spend your money to buy armor for the tasks ahead, then return to the Coastal Casino when your quest is done.



◀ In the present, Coastal Castle becomes one of the largest Casinos!



Coastal Casino Coin Exchange

Item	Cost (in Coins)
WorldLeaf	1,000 Coins
? Shard	2,000 Coins
BluePrint	5,000 Coins
Falcon Sword	10,000 Coins
Sacred Armor	20,000 Coins
MetlKing Helm	50,000 Coins

Create the third Casino by manipulating the types of residents in the Immigrant Town. If you recruit enough unseemly characters, your town turns into a Grand Slum and builds the best Casino in *Dragon Warrior VII*. You can win the rarest items in the game—things so rare we are not allowed to mention them. See if you can create a Grand Slum and experience the Casino yourself!

Game One: Poker

Poker is the best way to increase your Coins in a slow but sure manner. It's a simple game, but one that requires thinking if you want to win. When you play poker, decide how many coins to bet. The amount of your winnings will depend on your bet. Select which cards to retain out of the five you are dealt. You only have one chance to trade cards, so think before you act.

Points List for Winning Hands

Hand	Description	Winnings
2 Pair	Two cards with the same number	Bet X 1
Three of a Kind	Three cards with the same number	Bet X 1
Straight	Five cards in sequence	Bet X 2
Flush	All cards of the same suit	Bet X 4
Full House	Three of a kind and a pair	Bet X 5
Four of a Kind	Four cards with the same number	Bet X 10
Straight Flush	Straight + Flush	Bet X 20
Five of a Kind	Five cards with the same number	Bet X 50
Royal Straight Flush	10 to Ace Straight Flush	Bet X 100
Five Slime	A Royal Flush in which all cards are of the Slime suit	Bet X 500

Double-Up and Double Your Profits!

A Double-Up is an attempt to guess if the next card is larger or smaller. When you are correct, it doubles your pot. If you're wrong, you get nothing. A key to getting a lot of coins at poker is to Double-Up over and over.

Game Two: Slots

Slots are an easy but risky way to make money. It is difficult to hit the big winner, let alone hit it twice. To play, stand in front of the Slot Machines and put your coins in. Most have a minimum bet, but you can always bet more than that. Push X and watch the wheels spin, then wait for them to stop. You win if all three match. However, if the first two match, the computer may help you out on the third.

Payback Amounts

	Winnings	Bonus Games
Three Sevens	Bet X 300	30
Three GoldSlimes	Bet X 100	10
Three Metabbles	Bet X 50	5
Three CureSlimes	Bet X 20	3
Three Curers	Bet X 10	—
Three DrakSlimes	Bet X 5	—
Three Slimes	Bet X 2	—

Game Three: Lucky Panel

Lucky Panel is the more complicated version of the Memory game. You are presented with 20 cards (9 matching sets and 2 special cards) facedown in front of you. Find all nine matching sets in three turns. If you make a match, your turn continues. A turn ends when you fail to make a match.

To play, place your bets. Each game has a minimum ante, but you can always bet more. After the cards are laid out, you can open up six panels. All the panels that do not have matching prizes close, and from then on, you can open two panels at a time. You can keep opening panels as long as you match them, but if you miss three times in a row, you won't get a prize and the game ends. Two special cards can either improve or destroy your luck. The Chance Panel increases your number of turns, and the Shuffle Panel rearranges all of the cards. This card is deadly in the latter stages of the game!

If you match all the panels, you win the prizes on the cards. The prizes range from Weapons, Armor, and Equipment to Herbs, Rings, and Gold. This is an easy game, and a great way to win rare stuff! If you have difficulty remembering the positions of cards, write them down. If you uncover the Shuffle Panel during your sneak peek at the start of the hand, consider yourself close to home free!

World Ranking Association

When you visit Litorud Town in the present, the city is obsessed with the World Rankings. The World Ranking Association ranks people. There are three categories: Power, Intelligence, and Style. Anyone can compete by registering at the Association Headquarters. This means you!

To compete, go to the reception desk at the Association Headquarters (it's another one of Baloch's buildings, so you cannot miss it). Select the companion you wish to register, then select the category, in that order. There is no limit on the number of people or categories you can register to be ranked. In fact, you could register all your companions in all three categories. In the beginning of the game, it's a good idea to register everyone.

The current rankings are quickly recalculated when you finish registering, and they are posted on the bulletin boards in front of Brugeo's vacation home. If the companion you entered is in the top 30, his or her name will be on the list. Take a good look.



◀ People hoping to see themselves listed surround the Ranking Boards!

When you get to the top rank, the Association holds a fabulous ceremony for you. In addition to basking in their recognition, you receive a great prize. The winner's gender determines the prize, so if you want to collect them all, have both your male and female characters work on excelling in all three categories.



◀ Melvin wins an award.

Power Ranking

Power Ranking decides the strongest person in the world. The higher your STR stat, the higher your position in the ranking. You go far in winning if you make your strongest companions into Dragoons or Warriors to raise their strength levels.

Tips for Winning

- Raise the level of the registered companions.
- Change Character Classes to ones that boost the STR stat.
- Use STRseeds.

Intelligence Ranking

This category decides the smartest person in the world. Many smart people compete. To be at the top, train your participant as a Sage. If you have INTseeds, use them before you register to raise that character's INT stat.

Tips for Winning

- Raise the level of the registered companions.
- Change Character Classes to ones that boost the INT stat.
- Use INTseeds.
- If you are far enough in the game, help Azmov in Hamelia find his missing hat.

Style Ranking

This category decides the most stylish person in the world. Your character's armor, weapons, and equipment are big factors in this one. You get bonus points for coordinating your attire. In fact, not only do you get additional points, but the judges also pay attention to you. Keep this in mind when you dress for the contest!

Tips for Winning

- Change Character Classes to ones that boost the APR stat.
- Use GraceHerbs.
- Use the coordination table to choose an outfit with the maximum impact.

Coordination Bonuses

Item 1	Item 2	Item 3	Item 4	Bonus Points
Demon Hammer	Demon Armor	—	—	+10
Slime Armor	Slime Earrings	—	—	+10
Aquagon Sword	Dolphin Shield	—	—	+10
Dragon Sword	Dragon Armor	Dragon Shield	—	+15
Seduce Sword	Water Robe	—	—	+15
War Hammer	IronMask	—	—	+15
Flame Sword	Flame Armor	Flame Shield	—	+20
Flame Boomerang	Flame Armor	—	—	+20
Evade Suit	Speed Ring	—	—	+20
Shell Suit	Horned Hat	—	—	+20
Viking Armor	Viking Helm	—	—	+20
SilkTux	Bow Tie	—	—	+25
Rosevine Whip	Tights	—	—	+25
Silver Breastplate	Silver Barrette	—	—	+25
King's Sword	King's Armor	—	—	+25
Boxer Shorts	Pot Lid	—	—	+30
Steel Whip	Tights	—	—	+30
Bunny Ears	Bunny Suit	Tights	—	+30
Platinum Sword	Platinum Armor	Platinum Shield	Platinum Helm	+30
Skirt	Tights	—	—	+30
Zombie Sword	Spirit Armor	—	—	+30
Monster Claw	Fur Mantle	Fur Hat	—	+30
Dancer's Outfit	Lune Fan	—	—	+35
Thunder Sword	Expel Shield	—	—	+35
Light Dress	GlassShoe	Silver Barrette	—	+40
Miracle Sword	Sacred Armor	—	—	+40
Mirror Armor	Silver Shield	—	—	+40
Bolero	Magic Hat	—	—	+40
Spangle Dress	Sun Fan	—	—	+45
Bunny Ears	Bunny Suit	Tights	Tray	+50
MetlKing Sword	MetlKing Armor	MetlKing Shield	MetlKing Helm	+50
Princess Robe	Tiara	—	—	+50

NOTE

A small shop by Baloch's Bridge north of Litorud only sells to those characters listed on the Style Ranking's board. If you have a character on it, stop by to see all the trendy merchandise!

The Medal King's Castle

What would a *Dragon Warrior* game be without TinyMedals? These small golden medals are hidden in chests, vases, and dressers, all over the world of *Dragon Warrior VII*. However, the Medal King doesn't appear until halfway through the game. Look for his castle northwest of Hamelia in the present. It is across the river from the Mountain Tower.

- The Medal King's Castle is easy to find if you explore every new region thoroughly in both the past and present!



The Medal King anxiously awaits visits from adventurers hoping they bring him the TinyMedals they have found. In return, he offers rare items as prizes. If you want to see everything in the game, find as many TinyMedals as you can.

Medal King's Prize List

Item	TinyMedals (TM) Needed
Poison Knife	45 TM
Wind Staff	50 TM
Sacrific Bracelet	58 TM
Miracle Sword	65 TM
BluePrint	75 TM
SageRock	83 TM
MetlKing Shield	90 TM
Bolero	95 TM
? Shard	100 TM
Ultimate Whip	105 TM
PlatKing ♥	110 TM

Monster Park

The Monster Park brings a little of *Dragon Warrior Monsters* into *Dragon Warrior VII*. If you have played *Dragon Warrior Monsters*, you know the challenge put to you by the Monster Guru. The Monster Park is north of Loomin in the present. When you first visit, the Monster Guru gives you a bag of BeefJerky and asks you to tame and collect monsters for his park.



◀ The Monster Park appears to the north of Loomin in the present. You can't miss it!

Taming monsters is harder than it sounds. If you have love in your heart (and meat in your pockets) when you battle monsters, the monsters may decide they like you and be willing to travel to the Monster Park. To increase the number of inhabitants in the Monster Park, fight a lot and get many monsters to come to you. If one of your compatriots is a Tamer, your chances rise even higher. In addition, you gain their affections with BeefJerky or other items such as the Rib or the rare Sirloin. Appealing to their stomachs is a foolproof way to tame monsters.

After you recruit your first monster, the Monster Guru asks you to help him increase the park by building new environments for them to live in. This is done with BluePrints, which you can find in treasure chests or other receptacles. When you find one, bring it to the Monster Guru, and he quickly adds it to the Monster Park's land.

Monsters find it easier to live in certain habitats. In the initial stages, only monsters who live in a Plains environment are in the park, so you won't see other monsters you've recruited living in the park. Get new habitats by obtaining

BluePrints. The monsters you bring to the park are limited to one per family (for example, you can have one Slime and one DrakSlime, and so on at one time). However, you can collect as many of a family as you like if they are registered at the Monster Huts next to the park. Seeing how many rare monsters you can collect is just another way to have fun.

The Different Habitats



Plains

This habitat has beautiful water and greenery. Most Slimes like this habitat.



High Plateau

The High Plateau is composed of high and low hills. Climb the ladders to the high ground, and enjoy all the beautiful scenery.



Forest

This habitat is a dense forest containing lots of trees. Many monsters like the forest.



Wetlands

The Wetlands is like a beach at low tide. There isn't a lot of land here.



Deserts

The Desert has an oasis in the middle. Armorpions like this habitat.



Graveyards

This dark Graveyard even has a spooky mansion. Some monsters like living inside the mansion.



Towers

This splendid building is a five-floor tower. Of all the habitats, this one has the most monsters.



Seawater Park

With most of this habitat underwater, ride a raft to visit the inhabitants.



Cave

This habitat has large caves that extend far underground.



Mountains

Steep, craggy mountains with traces of a volcano spewing hot lava make up this habitat.



Monster Guru's House

The Monster Guru's House is where you need to go to drop off blueprints or chat with the Monster Guru and his assistants.



Monster Huts

As your Park grows, so do the number of Monster Huts in this area. Inns are where the monsters you catch stay until their habitat is prepared or if you already have another of the same monster in the Park.

The Bonus Dungeons

Dragon Warrior VII has two bonus dungeons that become available at the end of the game. To find them, get the Final Key from the entrance to Orgodemir's Dark Palace. Head to the Ruins and use the Final Key to unlock the gate in the center room of the Tablet room. This leads to two more Tablet pedestals, where you use the remaining ? Shards you collected. When you complete the Tablets, Traveler's Gates open, leading to the dungeons. There are rare items and more monsters than you can imagine. Completing both dungeons is tough even for experienced adventurers.

The walkthrough in this guide shows how to get all but five shards needed to complete the two extra Tablets. Finding the rest is up to you and requires all your knowledge about the game to figure out where to go next. One is particularly tricky, so we'll give you a hint: During the ending, talk to your old friend the Scholar when you get to Estard (before you talk to the King). He tells you the secret behind a strange treasure chest that you can access with your Final Key. The missing (broken) part is in the Estard City well. You can only get this item and repair it during the ending, so don't miss it!

Use your final save to continue playing the game and enter the bonus dungeon. Because this save takes place before you defeat the final Boss, make sure you already cleared out the final dungeon before you exit and save. If you already defeated Orgodemir the second time and went through the ending, you know that the game does not save after the credits.

The world of magic spells and skills are distinct in *Dragon Warrior VII*. Not only do Hero and his friends possess innate spells and skills, they add to those by training in different Character Classes. As discussed earlier in this guide, Hero and his friends learn the spells and skills assigned directly to them when each character reaches a set Experience Level. After you liberate Dharma Temple, your party can train in different Character Classes to learn new skills and spells. A character learns spells and skills assigned to a Character Class when that character reaches a specific Character Class Level (abbreviated as CC Lv). Character Class Levels are won when a character participates in a set number of successful battles. The number of battles needed to rise in a Character Class Level varies by level and Character Class.

Name:	Name of the spell
MP:	Magic Points used when casting
Target:	Who this spell can target. The abbreviations used are as follows:
1E:	1 enemy
1GE:	1 group of enemies
All E:	All enemies on the battlefield
All A/E:	All allies and enemies on the battlefield
Self:	Caster
1A:	1 team member
All A:	All team members
Floor:	Affects the current floor of the dungeon or building in which you are
Screen:	Affects what is currently on the screen
Usage:	When you can use this spell—in Battle, in the Field (includes World Map, dungeons, or towns), or Anytime (in Battle and the Field)
Effect:	The spell's effect when cast; all HP totals are estimates and are affected by the caster's stats and the target's innate resistance
Class:	Which character and Character Classes learn this spell at which level

Spells

Spells are the domain of the Mage, Cleric, Sage, Summoner, and other magic-imbued Character Classes. The majority of spells listed require the use of Magic Points (MP) to cast the spell. If you don't have the MP required, you cannot cast the spell. In addition, someone can prevent the use of spells through StopSpell, and so on.

Attack Spells

Blaze Family

These are one of two families of basic fireball spells. The Blaze spells allow the caster to throw a powerful fireball at a single enemy, concentrating the attack's power.

Name: Blaze	MP: 2	Target: 1E	Usage: Battle
Effect: Inflicts about 13HP of damage	Class: Maribel (Lv 3); Wyvern (CC Lv 2)		
Name: Blazemore	MP: 4	Target: 1E	Usage: Battle
Effect: Inflicts about 80HP of damage	Class: Mage (CC Lv 5); Wyvern (CC Lv 6); HellGiant (CC Lv 6); CosmoBog (CC Lv 7)		
Name: Blazemost	MP: 10	Target: 1E	Usage: Battle
Effect: Inflicts about 190HP of damage	Class: Ranger (CC Lv 8); WoePriest (CC Lv 7)		

Firebal Family

This is the second family of fireball spells. Instead of a concentrated blast of fire like the Blaze spells, Firebal directs a stream of fire against a single group of enemies, burning them all.

Name: Firebal	MP: 4	Target: 1GE	Usage: Battle
Effect: Inflicts about 20HP of damage	Class: Aira (Lv 1); Mage (CC Lv 1); BoltRat (CC Lv 5)		
Name: Firebane	MP: 6	Target: 1GE	Usage: Battle
Effect: Inflicts about 40HP of damage	Class: Mage (CC Lv 7)		
Name: Firebolt	MP: 10	Target: 1GE	Usage: Battle
Effect: Inflicts about 100HP of damage	Class: Ranger (CC Lv 7); WoePriest (CC Lv 3); RainHawk (CC Lv 2)		

Bang Family

Bang spells are one of the few groups that affect all enemy monsters on the screen. This works well when your party is faced with a large group of single monsters. The Bang spells are Bomb-based.

Name: Bang	MP: 5	Target: All E	Usage: Battle
Effect: Inflicts about 20HP of damage	Class: Melvin (Lv 4)		
Name: Boom	MP: 8	Target: All E	Usage: Battle
Effect: Inflicts about 60HP of damage	Class: Mage (CC Lv 6); HellGiant (CC Lv 1)		
Name: Exploder	MP: 15	Target: All E	Usage: Battle
Effect: Inflicts about 140HP of damage	Class: Sage (CC Lv 8); HellGiant (CC Lv 8); WoePriest (CC Lv 5)		

Holy Wind Family

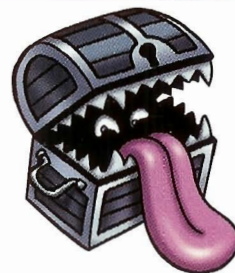
Infernos spells direct sharp blasts of razor-sharp wind against a single group of enemies. Also included in this family are the new spells CoralRain and Whirlpool

Name: Infernos	MP: 2	Target: 1GE	Usage: Battle
Effect: Inflicts about 15HP of damage	Class: Cleric (CC Lv 2); Gerion (CC Lv 1)		
Name: Infermore	MP: 4	Target: 1GE	Usage: Battle
Effect: Inflicts about 40HP of damage	Class: Melvin (Lv 3); Cleric (CC Lv 6); Mariner (CC Lv 7); Gerion (CC Lv 4)		
Name: Infermost	MP: 8	Target: 1GE	Usage: Battle
Effect: Inflicts about 90HP of damage	Class: Paladin (CC Lv 4); Gerion (CC Lv 8)		
Name: CoralRain	MP: 8	Target: All E	Usage: Battle
Effect: Inflicts about 90HP of damage	Class: Pirate (CC Lv 7)		
Name: Whirlpool	MP: 12	Target: 1GE	Usage: Battle
Effect: Inflicts about 140HP of damage	Class: Pirate (CC Lv 8)		

IceBolt Family

Spells in this family shoot shards of ice and surround the enemy in a howling blizzard. Because the different spells affect different numbers of targets, check the chart before using them.

Name: IceBolt	MP: 3	Target: 1E	Usage: Battle
Effect: Inflicts about 30HP of damage	Class: DeadNoble (CC Lv 1)		
Name: SnowStorm	MP: 5	Target: 1GE	Usage: Battle
Effect: Inflicts about 50HP of damage	Class: Mage (CC Lv 8); CurseLamp (CC Lv 5); DeadNoble (CC Lv 3)		
Name: Blizzard	MP: 12	Target: All E	Usage: Battle
Effect: Inflicts about 100HP of damage	Class: Sage (CC Lv 3); DeadNoble (CC Lv 8); WoePriest (CC Lv 6)		



Zap Family

These lightning-based spells send bolts of electricity into the enemy. Alldain is especially powerful as it requires the help of the entire party.

Name: Zap	MP: 6	Target: All E	Usage: Battle
Effect: Inflicts about 80HP of damage	Class: Hero (CC Lv 4); CosmoBog (CC Lv 8); EvilMech (CC Lv 5)		
Name: Thordain	MP: 15	Target: 1GE	Usage: Battle
Effect: Inflicts about 200HP of damage	Class: Hero (CC Lv 6); GigaMute (CC Lv 7)		
Name: Alldain	MP: 10 per character	Target: 1E	Usage: Battle
Effect: Inflicts about 600HP of damage	Class: Hero (CC Lv 8)		

Beat Family

Beat and Defeat both curse the targeted monster(s) to death. However, the accuracy of these spells is low, so you should not rely on them to slay powerful enemies such as Bosses.

Name: Beat	MP: 4	Target: 1E	Usage: Battle
Effect: Curses target to instant death	Class: JewelBag (CC Lv 8); Mimic (CC Lv 6)		
Name: Defeat	MP: 7	Target: 1GE	Usage: Battle
Effect: Curses targets to instant death	Class: Sage (CC Lv 1); Mimic (CC Lv 8)		
Name: DefeatMax	MP: 15	Target: All E	Usage: Battle
Effect: Curses targets to instant death	Class: Summoner (CC Lv 2); DeadNoble (CC Lv 6); WoePriest (CC Lv 4)		

BeDragon

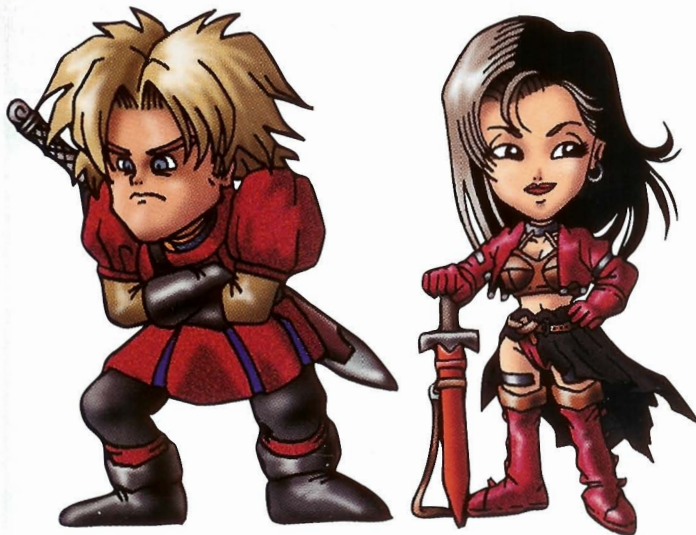
BeDragon turns the caster into a fire-breathing dragon for the duration of the battle. As a dragon, that character can breathe fire on all enemy units. Monsters who can cancel transformations can nullify the effects of this spell.

Name: BeDragon	MP: 18	Target: Self	Usage: Battle
Effect: Inflicts damage with dragon's breath attacks	Class: Tamer (CC Lv 8); DrakSlime (CC Lv 8)		
Name: Transform	MP: 5	Target: Self	Usage: Battle
Effect: Take form of foe			

Sacrifice

This spell requires the ultimate self-sacrifice of the caster. Sacrifice causes a bomb, which is powerful enough to take out all monsters on the screen as well as the caster, to explode.

Name: Sacrifice	MP: 1	Target: All E	Usage: Battle
Effect: Kills all enemies in return for caster's life	Class: GodHand (CC Lv 5); Bombcrag (CC Lv 6)		



Attack Support Spells

Disperse

These spells make an enemy or group of enemies disappear, but does not have a high accuracy rate.

Name: Expel	MP: 1	Target: 1GE	Usage: Battle
Effect: Eliminates a group of enemies	Class: Melvin (Lv 2); Cleric (CC Lv 1)		
Name: Disperse	MP: 8	Target: 1E	Usage: Battle
Effect: Blows a single enemy off battlefield	Class: Ranger (CC Lv 6)		

Sap Family

This family of spells works to destroy an enemy's Defense rating. Sap works against a single enemy, while Defense works against a group. Use them to counter the effects of Increase or against well-armored enemies.

Name: Sap	MP: 3	Target: 1E	Usage: Battle
Effect: Reduces a single enemy's defense	Class: Maribel (Lv 4); Mage (CC Lv 4); LizardMan (CC Lv 2)		
Name: Defense	MP: 4	Target: 1GE	Usage: Battle
Effect: Reduces a group of enemies' defenses	Class: LizardMan (CC Lv 4); EvilMech (CC Lv 1)		

TwinHits

TwinHits increases the Attack strength of one teammate. This is one of the most helpful spells against some more powerful monsters.

Name: TwinHits	MP: 6	Target: 1A	Usage: Battle
Effect: Doubles targeted ally's ATK strength	Class: Ranger (CC Lv 4); EvilTurtle (CC Lv 6); LizardMan (CC Lv 6); Budoo (CC Lv 2); EvilMech (CC Lv 2)		

RobMagic

RobMagic spells allow the caster to steal an enemy's MP. Use this spell offensively to replace your own MP or defensively to prevent an enemy from casting a deadly spell.

Name: RobMagic	MP: 0	Target: 1E	Usage: Battle
Effect: Steals about 25+MP from targeted enemy	Class: Mage + Thief		
Name: TakeMagic	MP: 2	Target: Self	Usage: Battle
Effect: Steals MP used to cast a spell targeting caster (for example, if you cast TakeMagic on yourself and a monster hits you with IceBolt, you would gain 3MP, the cost of casting that spell)	Class: Mage + Dancer; Budoo (CC Lv 3)		

Dispel Magic

These spells dispel the effects of positive support skills and spells cast on and by your opponents. Positive support skills and spells include those that increase your party's Strength, Defense, and resistance to magical spells and elemental attacks.

Name: Majustis	MP: 15	Target: 1E	Usage: Battle
Effect: Dispel any support spells or skills cast on target	Class: Unknown		
Name: Gigastis	MP: 20	Target: All A/E	Usage: Battle
Effect: Dispel any support spells or skills cast on both allies and enemies, continuing for 1-2 turns	Class: Unknown		



Defense Spells

Upper Family

Both Upper and Increase increase your characters' DEF strength. Upper has a stronger effect, but it only targets a single character. Increase, though, has a slightly weaker effect, but it raises the DEF of the whole party.

Name: Upper	MP: 2	Target: 1A	Usage: Battle
Effect: Sharply increases a single character's DEF	Class: Hero (Lv 6); Cleric (CC Lv 3); EvlTurtle (CC Lv 2)		
Name: Increase	MP: 3	Target: All A	Usage: Battle
Effect: Increases DEF strength of all party members	Class: Cleric + Shepherd; EvlTurtle (CC Lv 4); Bombcrag (CC Lv 2)		

Sleep

The spell Sleep does exactly what the name suggests. Use it to put a group of monsters to sleep for one or more rounds of battle.

Name: Sleep	MP: 3	Target: 1GE	Usage: Battle
Effect: Puts a group of monsters to sleep	Class: Maribel (Lv 7); Mage (CC Lv 2)		
Name: SleepAll	MP: 5	Target: 1GE	Usage: Battle
Effect: Puts a group of monsters to sleep with a higher accuracy than Sleep	Class: Mage + Shepherd; Rosevine (CC Lv 4)		

Surround

The spells in this group impede the enemies' ability to attack effectively. Surround wraps a group of monsters in a dense fog, lowering their attack accuracy. PanicAll confuses affected monsters, lowering their accuracy and causing them to strike their own party members.

Name: Surround	MP: 5	Target: 1GE	Usage: Battle
Effect: Reduces enemy's accuracy	Class: Maribel (Lv 11); Mage (CC Lv 6); Gerion (CC Lv 2)		
Name: PanicAll	MP: 5	Target: 1GE	Usage: Battle
Effect: Confuses an enemy	Class: Mage + Jester; JewelBag (CC Lv 6)		

StopSpell

When successful, StopSpell silences the enemy and prevents it from casting spells. This does not, however, prevent enemies from using their Breath-type attacks.

Name: StopSpell	MP: 3	Target: 1GE	Usage: Battle
Effect: Prevents enemy from casting spells	Class: Cleric (CC Lv 4); CurseLamp (CC Lv 1)		

MagicBack

These spells create a wall of light that protects the party by reflecting all spells cast against them back on the caster. However, this also reflects any support or healing spells you cast on any of your teammates.

Name: MagicBack	MP: 4	Target: Self	Usage: Battle
Effect: Reflects spells targeting caster for a turn	Class: WoePriest (CC Lv 1); RainHawk (CC Lv 6)		
Name: Bounce	MP: 4	Target: Self	Usage: Battle
Effect: Reflects spells targeting caster for a number of turns	Class: Ranger (CC Lv 1); CosmoBog (CC Lv 5)		

Barrier

These defensive spells conjure a wall that protects the party from the effects of certain types of magic. Barrier works against Fire- and Ice-based attacks, while MagicWall works against magic in general. These barriers do not completely protect the party from damage, but rather decreases it.

Name: Barrier	MP: 3	Target: All A	Usage: Battle
Effect: Decreases damaging effects of Fire- and Ice-type attacks	Class: Sage (CC Lv 2); Budoo (CC Lv 4); Rosevine (CC Lv 5)		
Name: MagicWall	MP: 3	Target: All A	Usage: Battle
Effect: Decreases amount of damage party receives from magic attacks	Class: Sage (CC Lv 4); Paladin (CC Lv 5); ProtoMech (CC Lv 2)		

Ironize

Ironize turns your party members into blocks of iron, protecting them from the effects of attacks. However, your party cannot perform any attacks while under this protection.

Name: Ironize	MP: 2	Target: All A	Usage: Battle
Effect: Turns party into blocks of iron that cannot be damaged	Class: TeenIdol (CC Lv 3); Hero (CC Lv 2); DrakSlime (CC Lv 4); PlatKing (CC Lv 1)		



Recovery Spells

Heal Family

This family of spells contains all the Heal spells in the game. Each one heals a specific range of HP, so you can use the spell you need without wasting any MP.

Name: Heal	MP: 2	Target: 1A	Usage: Anytime
Effect: Recovers about 30HP	Class: Hero (Lv 3); Maribel (Lv 10); Cleric (CC Lv 1); Shepherd (CC Lv 3); Florajay (CC Lv 2); Healer (CC Lv 2)		
Name: HealMore	MP: 4	Target: 1A	Usage: Anytime
Effect: Recovers about 80 HP	Class: Hero (Lv 12); Melvin (Lv 1); Cleric (CC Lv 5); Healer (CC Lv 4); Dumbira (CC Lv 4)		
Name: HealAll	MP: 6	Target: 1A	Usage: Anytime
Effect: Recovers all HP	Class: Cleric (CC Lv 7); Healer (CC Lv 6)		
Name: HealUs	MP: 10	Target: All A	Usage: Anytime
Effect: Recovers about 100HP for all party members	Class: Sage (CC Lv 5); GodHand (CC Lv 3); Healer (CC Lv 8); HellGiant (CC Lv 3); PlatKing (CC Lv 2)		
Name: HealUsAll	MP: 20	Target: All A	Usage: Anytime
Effect: Recovers all HP for all party members	Class: PlatKing (CC Lv 5)		

Cure

These spells cure characters of afflictions such as Poison and Paralysis. Cure spells work in place of items you can buy.

Name: Antidote	MP: 2	Target: 1A	Usage: Anytime
Effect: Cures a teammate of Poison	Class: Shepherd (CC Lv 2); Pirate (CC Lv 1)		
Name: NumbOff	MP: 2	Target: All A	Usage: Anytime
Effect: Cures all teammates of Paralysis	Class: Mariner (CC Lv 6)		

Vivify Family

These spells come in handy if a teammate expires in battle. In addition to resurrection, Vivify restores half the target's HP, while Revive heals the target completely. You may have to cast Vivify several times before succeeding.

Name: Vivify	MP: 8	Target: 1A	Usage: Anytime
Effect: Resurrects and restores half target's HP	Class: Melvin (Lv 20); Cleric (CC Lv 8); SkyDevil (CC Lv 4)		
Name: Revive	MP: 15	Target: 1A	Usage: Anytime
Effect: Resurrects and restores all target's HP	Class: Sage (CC Lv 6); GodHand (CC Lv 7); Hero (CC Lv 3); WoePriest (CC Lv 2); PlatKing (CC Lv 4)		
Name: Farewell	MP: All	Target: All A	Usage: Battle
Effect: Sacrifices yourself to resurrect and completely heal any and all dead party members	Class: Paladin (CC Lv 7)		

Adventure Spells

Travel Spells

Travel spells are helpful while you travel around the world of *Dragon Warrior VII*. Return works in the present when you want to teleport from one town to another. Outside teleports you out of dungeons and works in both the past and present. Use Repel to keep monsters at bay while you travel, and StepGuard keeps your party safe from swamps and other damage-causing surfaces.

Name: Return	MP: 1	Target: All A	Usage: Field
Effect: Returns party to a designated town	Class: Hero (Lv 8); Melvin (Lv 15); Mage (CC Lv 3)		
Name: Outside	MP: 8	Target: All A	Usage: Field
Effect: Returns party to the outside of a dungeon or tower	Class: Hero (Lv 28); Maribel (Lv 9); Melvin (Lv 15); Mage (CC Lv 4)		
Name: Repel	MP: 4	Target: All A	Usage: Field
Effect: Keeps weaker enemies from attacking	Class: Bard (CC Lv 5)		
Name: StepGuard	MP: 2	Target: All A	Usage: Field
Effect: Protects party when traveling over damage-inflicting surface	Class: Pirate (CC Lv 4)		
Name: Slumber	MP: 0	Target: Self	Usage: Field
Effect: Allows user to fall asleep while walking, recovering 1HP and MP with every step	Class: Shepherd (CC Lv 4)		
Name: Tiptoe	MP: 0	Target: All A	Usage: Field
Effect: Prevents monsters from hearing your approach	Class: Thief (CC Lv 7)		
Name: Whistle	MP: 0	Target: All A	Usage: Field
Effect: Summons any nearby monsters to battle	Class: Shepherd (CC Lv 5)		
Name: BirdEye	MP: 0	Target: Field	Usage: Field
Effect: Identifies location of nearby town or building	Class: Mariner (CC Lv 4)		
Name: EagleEye	MP: 0	Target: Field	Usage: Field
Effect: Identifies location of nearby town or building	Class: Bard (CC Lv 2)		

Investigative Spells

Investigative spells help when you are lost or hunting for treasures. X-Ray allows you to peek inside treasure chests, while MapMagic illuminates the locations of hidden items.

Name: X-Ray	MP: 2	Target: Chest	Usage: Field
Effect: Indicates whether a treasure chest holds an item or a monster	Class: Bard (CC Lv 3)		
Name: Location	MP: 2	Target: Floor	Usage: Field
Effect: Identifies your party's current location	Class: Thief (CC Lv 6)		
Name: MapMagic	MP: 2	Target: On Screen	Usage: Field
Effect: Tells you if any hidden items are in area	Class: Pirate (CC Lv 5)		
Name: Smell	MP: 0	Target: Floor	Usage: Field
Effect: Determines number of items on a dungeon floor or in a building	Class: Thief (CC Lv 8)		

Unusual Spells

Chance

It is hard to know what will happen when you cast this spell. Chance can change the tide of your current battle, either in your favor or in that of your enemy.

Name: Chance	MP: 20	Target: ???	Usage: Battle
Effect: Random effects	Class: Budoo (CC Lv 5)		

Skills

Skills encompass a variety of attack types, from special, element-imbued weapon attacks to Song and Dance attacks, to deadly breath attacks. The majority of these attacks can neither be sealed nor cost the user any MP.

Attack Skills

Fire-Type Skills

Name: BigBang	MP: 30	Target: All E	Usage: Battle
Effect: Explosion of fire that inflicts 350HP of damage	Class: PlatKing (CC Lv 8)		
Name: BlazeAir	MP: 0	Target: All E	Usage: Battle
Effect: Fiery breath that inflicts about 40HP of damage	Class: Tamer (CC Lv 6); Wyvern (CC Lv 8); Andreal (CC Lv 3); DrakSlime (CC Lv 6)		
Name: FireAir	MP: 0	Target: All E	Usage: Battle
Effect: Fiery breath that inflicts about 10HP of damage	Class: Fighter + Mage; Wyvern (CC Lv 4); Andreal (CC Lv 1); DrakSlime (CC Lv 2)		
Name: FireSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Adds power of Fire to user's sword (damage inflicted based on monster's Fire resistance)	Class: Kiefer (Lv 5); Aira (Lv 2); Ranger (CC Lv 2); Berserker (CC Lv 4); Esterk (CC Lv 3)		
Name: FireTower	MP: 0	Target: 1E	Usage: Battle
Effect: Tower of fire that inflicts about 180 points of damage	Class: TeenIdol (CC Lv 7)		
Name: HellFlame	MP: 20	Target: All E	Usage: Battle
Effect: Burst of hellfire that inflicts 210HP of damage	Class: Summoner (CC Lv 5); RainHawk (CC Lv 8)		
Name: Magma	MP: 0	Target: All E	Usage: Battle
Effect: Draws magma from earth to inflict about 80HP of damage	Class: Summoner (CC Lv 3); EvilWell (CC Lv 8)		
Name: MegaMagic	MP: All	Target: All E	Usage: Battle
Effect: Extremely powerful spell that unleashes all user's remaining power	Class: Rosevine (CC Lv 6)		
Name: Scorching	MP: 0	Target: All E	Usage: Battle
Effect: Fiery breath that inflicts about 70HP of damage	Class: Andreal (CC Lv 8); Varanus (CC Lv 6); RainHawk (CC Lv 5)		
Name: WhiteFire	MP: 0	Target: All E	Usage: Battle
Effect: Fiery breath that inflicts about 160HP of damage	Class: Budoo (CC Lv 8); RainHawk (CC Lv 7)		

Ice-Type Skills

Name: FrigidAir	MP: 0	Target: All E	Usage: Battle
Effect: Icy breath that inflicts about 15HP of damage	Class: Tamer (CC Lv 4); DrakSlime (CC Lv 3)		
Name: IceAir	MP: 0	Target: All E	Usage: Battle
Effect: Icy breath that inflicts about 55HP of damage	Class: Andreal (CC Lv 5); Varanus (CC Lv 2); DrakSlime (CC Lv 7)		
Name: IceSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Adds power of Ice to user's sword (damage inflicted is based on monster's Ice resistance)	Class: Fighter + Mage; Wyvern (CC Lv 4); Andreal (CC Lv 1); DrakSlime (CC Lv 2)		
Name: IceStorm	MP: 0	Target: All E	Usage: Battle
Effect: Icy breath that inflicts about 130HP of damage	Class: Varanus (CC Lv 8); GigaMute (CC Lv 5); Esterk (CC Lv 4)		
Name: WhiteIce	MP: 0	Target: All E	Usage: Battle
Effect: Icy breath that inflicts about 220HP of damage	Class: GigaMute (CC Lv 8)		

Holy Wind-Type Skills

Name: Hurricane	MP: 0	Target: 1GE	Usage: Battle
Effect: Windstorm that inflicts about 60HP of damage		Class: Pirate (CC Lv 3)	
Name: Tsunami	MP: 0	Target: All E	Usage: Battle
Effect: Powerful wave that inflicts about 35HP of damage		Class: Mariner (CC Lv 8)	
Name: VacuSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Adds power of Wind to user's sword (damage inflicted based on monster's Wind resistance)		Class: Kiefer (Lv 20); Dragoon (CC Lv 2); Dumbira (CC Lv 2)	
Name: Vacuum	MP: 0	Target: All E	Usage: Battle
Effect: Powerful vacuum attack that grows in strength as user levels up		Class: Paladin (CC Lv 2); SkyDevil (CC Lv 7)	
Name: Windbeast	MP: 0	Target: 1E	Usage: Battle
Effect: A powerful blow that increases in strength as user levels up		Class: Fighter (CC Lv 8); EvilWell (CC Lv 7); RainHawk (CC Lv 4)	

Thunder-Type Skills

Name: BoltSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Adds power of Thunder to user's sword (damage inflicted based on monster's Thunder resistance)		Class: Ranger (CC Lv 3); Esterk (CC Lv 1)	
Name: Hellblast	MP: 25	Target: All E	Usage: Battle
Effect: Giant ball of energy that causes about 270HP of damage		Class: Summoner (CC Lv 7); EvilMech (CC Lv 8)	
Name: Lightning	MP: 0	Target: All E	Usage: Battle
Effect: Fierce lightning storm that causes about 45HP of damage		Class: Mage + Mariner; BoltRat (CC Lv 8)	

Instant Death Skills

Name: K.O.Dance	MP: 0	Target: All E	Usage: Battle
Effect: Dance that may cause instant death when successful		Class: Aira (Lv 20); Dancer (CC Lv 8); Cleric + Dancer; Hork (CC Lv 8)	
Name: K.O.Punch	MP: 0	Target: 1E	Usage: Battle
Effect: Deadly attack that causes instant death when successful		Class: Fighter + Thief	
Name: Tremor	MP: 15	Target: All E	Usage: Battle
Effect: Fissure in ground that may swallow enemy		Class: Summoner (CC Lv 4)	

Special Attacks

Name: BirdSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Sword attack that does increased damage to Flying-type monsters		Class: Warrior + Mariner; SkyDevil (CC Lv 2)	
Name: ConfuHit	MP: 0	Target: 1GE	Usage: Battle
Effect: Powerful attack that may confuse target		Class: Warrior + Jester; Slime (CC Lv 5)	
Name: DrakSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Sword attack that does increased damage to Dragon-type monsters		Class: Warrior (CC Lv 6)	
Name: JumpKick	MP: 0	Target: 1E	Usage: Battle
Effect: Powerful jump attack		Class: Fighter (CC Lv 3)	
Name: MetalCut	MP: 0	Target: 1E	Usage: Battle
Effect: Sword attack that does increased damage to Metal-type monsters		Class: GodHand (CC Lv 2); ProtoMech (CC Lv 4); Esterk (CC Lv 2)	



Special Attacks cont.

Name: SquallHit	MP: 0	Target: 1E	Usage: Battle
Effect: Sword attack that trades 20 percent of its power for a guaranteed first strike		Class: Warrior (CC Lv 4); Berserker (CC Lv 2); Dumbira (CC Lv 7)	
Name: ThiefHit	MP: 0	Target: 1E	Usage: Battle
Effect: Sword attack that allows user to steal an item that target carries		Class: Warrior + Thief	
Name: ZombieCut	MP: 0	Target: 1E	Usage: Battle
Effect: Sword attack that does increased damage to Undead-type monsters		Class: Kiefer (Lv 15); Dragoon (CC Lv 3)	



Intensified Attacks

Name: EvilSlash	MP: 0	Target: 1E	Usage: Battle
Effect: Powerful attack that is also equally inaccurate		Class: Warrior (CC Lv 8); ProtoMech (CC Lv 8)	
Name: GigaSlash	MP: 15	Target: 1GE	Usage: Battle
Effect: Deadly attack that inflicts about 400HP of damage		Class: GodHand (CC Lv 6); Hero (CC Lv 7); Esterk (CC Lv 8)	
Name: Punch	MP: 0	Target: 1E	Usage: Battle
Effect: Powerful punch that does 1.5 times more damage than a normal attack		Class: Fighter (CC Lv 7)	
Name: UltraHit	MP: 20	Target: 1E	Usage: Battle
Effect: Deadly attack that inflicts about 600HP of damage		Class: GodHand (CC Lv 8)	

Multiple Hit Attacks

Name: BackFlip	MP: 0	Target: All E	Usage: Battle
Effect: Somersault attack that damages all enemies		Class: TeenIdol (CC Lv 6); EvilTurtle (CC Lv 8); CosmoBog (CC Lv 3); SkyDevil (CC Lv 6); EvilMech (CC Lv 4)	
Name: CragThrow	MP: 0	Target: 1GE	Usage: Battle
Effect: Shower of stones that inflicts 15HP of damage		Class: Thief (CC Lv 4); EvilWell (CC Lv 1)	
Name: FalconCut	MP: 0	Target: 1E	Usage: Battle
Effect: Powerful attack that strikes same enemy twice		Class: Dragoon (CC Lv 6); SkyDevil (CC Lv 8); EvilMech (CC Lv 6)	
Name: JockDance	MP: 0	Target: 1GE	Usage: Battle
Effect: Dance that inflicts damage on a group of enemies		Class: Fighter + Dancer	
Name: MultiCut	MP: 20	Target: 1GE	Usage: Battle
Effect: Holy sword that inflicts about 200HP of damage		Class: Paladin (CC Lv 8); WoePriest (CC Lv 8)	
Name: QuadHits	MP: 0	Target: All E	Usage: Battle
Effect: Four punches that randomly strike enemy		Class: Dragoon (CC Lv 8); ProtoMech (CC Lv 6)	

Multiple Hit Attacks cont.

Name: RainSlash	MP: 0	Target: All E	Usage: Battle
Effect: Fast, powerful sword attack that targets all enemies		Class: LizardMan (CC Lv 8); Berserker (CC Lv 6); EvilMech (CC Lv 3)	
Name: RockThrow	MP: 0	Target: All E	Usage: Battle
Effect: Hail of rocks that inflicts 110HP of damage		Class: GodHand (CC Lv 4); Golem (CC Lv 8)	
Name: Roundhouse	MP: 0	Target: 1GE	Usage: Battle
Effect: Kick that inflicts damage on a group of enemies		Class: Fighter (CC Lv 4)	
Name: Quake	MP: 0	Target: All E	Usage: Battle
Effect: Earthquake that inflicts 55HP of damage		Class: Golem (CC Lv 6)	
Name: SwordDance	MP: 0	Target: All E	Usage: Battle
Effect: Four rapid slashes that randomly strike enemy		Class: Warrior + Dancer	

Self-Damaging Attacks

Name: Berserker	MP: 0	Target: 1E	Usage: Battle
Effect: Does double damage while halving user's DEF stat		Class: Paladin (CC Lv 3)	
Name: Massacre	MP: 0	Target: 1E or A	Usage: Battle
Effect: Super-powerful attack that can target either an enemy or ally		Class: Dragoon (CC Lv 5); Berserker (CC Lv 8); EvilMech (CC Lv 7)	
Name: RamAttack	MP: 0	Target: 1E	Usage: Battle
Effect: Reduces both user and target to 1/5 their max HP		Class: Fighter + Shepherd	
Name: Ramming	MP: 0	Target: 1E	Usage: Battle
Effect: Reduces both user and target to 1/5 their max HP		Class: Mariner (CC Lv 3); EvilTurtle (CC Lv 7); CurseLamp (CC Lv 7); Varanus (CC Lv 4); PlatKing (CC Lv 3)	
Name: Tackle	MP: 0	Target: 1E	Usage: Battle
Effect: Reduces both user and target to 1/5 their max HP		Class: Gabo (Lv 6)	
Name: 2EdgeHit	MP: 0	Target: 1E	Usage: Battle
Effect: Powerful attack that reflects 1/4 of its damage back on user		Class: Dragoon (CC Lv 4); Dumbira (CC Lv 8)	



Call for Help Attacks

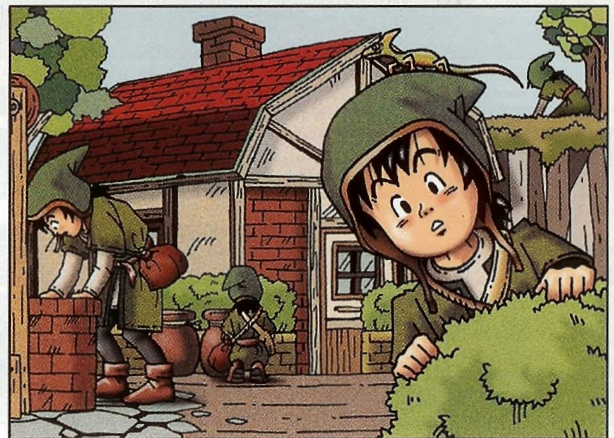
Name: Bite	MP: 0	Target: 1E	Usage: Battle
Effect: Summons wolves to bite enemy		Class: Gabo (Lv 4)	
Name: CallArmy	MP: 0	Target: All E	Usage: Battle
Effect: Summons an army of monsters to attack enemy (costs 50G x user's Lv)		Class: Budoo (CC Lv 6)	
Name: Howl	MP: 0	Target: All E	Usage: Battle
Effect: Summons a party of wolves to devour all enemies		Class: Gabo (Lv 13); Gerion (CC Lv 6)	
Name: Rip	MP: 0	Target: 1GE	Usage: Battle
Effect: Summons wolves to attack a group of enemies		Class: Gabo (Lv 8)	
Name: Stampede	MP: 0	Target: All E	Usage: Battle
Effect: Summons a herd of sheep to trample enemies		Class: Shepherd (CC Lv 8)	

Summon Help Attacks

Name: Summon	MP: 20	Target: Self	Usage: Battle
Effect: Allows you to summon one of four monsters to help in battle		Class: Sage (CC Lv 7); CurseLamp (CC Lv 8)	
Name: Summoner	MP: 20	Target: Self	Usage: Battle
Effect: Allows you to summon one of four monsters to help in battle		Class: Summoner (CC Lv 8)	

Transformation Skills

Name: Change	MP: 0	Target: Self	Usage: Battle
Effect: User transforms into powerful monster		Class: PlatKing (CC Lv 7)	



Attack Support Skills

Banishment Skills

Name: Crack	MP: 0	Target: All E	Usage: Battle
Effect: Crack that opens in earth and swallows enemy		Class: Golem (CC Lv 4)	
Name: KnockDown	MP: 0	Target: 1E	Usage: Battle
Effect: Blow that sends enemy flying across battlefield		Class: Thief (CC Lv 3); EvilWell (CC Lv 5)	
Name: Suplex	MP: 0	Target: 1E	Usage: Battle
Effect: Pick up an enemy and throw him off battlefield		Class: Fighter (CC Lv 5)	

DEF-Lowering Skills

Name: CurseSong	MP: 0	Target: 1GE	Usage: Battle
Effect: Song that lowers enemies' DEF		Class: Mage + Bard; Hork (CC Lv 6)	
Name: EerieLite	MP: 0	Target: 1GE	Usage: Battle
Effect: Strange light that makes its targets more vulnerable to magic		Class: TeenIdol (CC Lv 4); HellGiant (CC Lv 4); RainHawk (CC Lv 1)	
Name: SickLick	MP: 0	Target: 1E	Usage: Battle
Effect: Lick that lowers enemy's DEF		Class: Jester (CC Lv 7); Lipsy (CC Lv 4)	

ATK-Reinforcement Skills

Name: PsycheUp	MP: 0	Target: Self	Usage: Battle
Effect: Spend one turn psyching up; next turn your ATK strength doubles		Class: Kiefer (Lv 12); Aira (Lv 5); Warrior (CC Lv 2); Dumbira (CC Lv 5); GigaMute (CC Lv 2)	
Name: ChargeUp	MP: 0	Target: Self	Usage: Battle
Effect: Spend one turn psyching up; next turn your ATK strength doubles		Class: Thief (CC Lv 5); Bomberag (CC Lv 4); Golem (CC Lv 2)	

MP Drain Skills

Name: OddDance	MP: 0	Target: 1E	Usage: Battle
Effect: Strange dance that steals MP from target	Class: Aira (Special); Dancer (CC Lv 4); Lipsy (CC Lv 8)		
Name: RobDance	MP: 0	Target: 1E	Usage: Battle
Effect: Dance that steals MP from target	Class: Aira (Lv 16); Dancer + Thief		

Poison and Paralysis Skills

Name: PalsyAir	MP: 0	Target: 1GE	Usage: Battle
Effect: Breath attack that may paralyze targeted enemies	Class: Tamer (CC Lv 5); DeadNoble (CC Lv 4); Rosevine (CC Lv 2)		
Name: PoisonFog	MP: 0	Target: 1GE	Usage: Battle
Effect: Poisonous mist that may infect targeted enemies (damage inflicted each turn equals 1/6th of target's HP)	Class: Tamer (CC Lv 7); Rosevine (CC Lv 3); GigaMute (CC Lv 3)		
Name: PoisonGas	MP: 0	Target: 1GE	Usage: Battle
Effect: Poisonous gas that may infect enemies with a weak poison	Class: Tamer (CC Lv 1); Hork (CC Lv 4)		

Counterattack Skills

Name: PointOut	MP: 0	Target: Self	Usage: Battle
Effect: Humorously reflects attacks directed at user	Class: Jester (CC Lv 4)		
Name: Retaliate	MP: 0	Target: Self	Usage: Battle
Effect: User reflects successful attack against self back on attacker	Class: Maribel (Lv 5); Fighter + Jester; Slime (CC Lv 8)		

Dispel Magic Skills

Name: DeMagic	MP: 0	Target: All E	Usage: Battle
Effect: Freezing pulse that cancels effects of all support spells cast on enemies	Class: Summoner (CC Lv 6); Hero (CC Lv 5); Esterk (CC Lv 6)		



Defense Skills

DEF-Reinforcement Skills

Name: StrongD	MP: 0	Target: Self	Usage: Battle
Effect: Creates a strong defensive shield protecting user from both attacks and magic	Class: Pirate (CC Lv 6)		
Name: WarSong	MP: 0	Target: All A	Usage: Battle
Effect: Raises defense of all allies	Class: Warrior + Bard		
Name: SideStep	MP: 0	Target: Self	Usage: Battle
Effect: Increases user's ability to dodge attacks	Class: Aira (Special); Dancer (CC Lv 5); Slime (CC Lv 3)		

Sleeping Skills

Name: RamSong	MP: 0	Target: All E	Usage: Battle
Effect: Sheep-influenced dance that causes enemies to sleep	Class: Bard + Shepherd		
Name: SleepAir	MP: 0	Target: 1GE	Usage: Battle
Effect: Breath attack that causes targeted enemies to fall asleep	Class: Tamer (CC Lv 3); Florajay (CC Lv 5); Lipsy (CC Lv 6); Mimic (CC Lv 2)		
Name: SleepSong	MP: 0	Target: 1GE	Usage: Battle
Effect: Lullaby that causes enemies to fall asleep	Class: Bard (CC Lv 4)		
Name: WaveSong	MP: 0	Target: 1GE	Usage: Battle
Effect: Rocking tune that makes enemies fall asleep	Class: Bard + Mariner		

Blinding Skills

Name: Flash	MP: 0	Target: All E	Usage: Battle
Effect: Flash of light that blinds enemies, lowering their accuracy	Class: TeenIdol (CC Lv 2); JewelBag (CC Lv 4); BoltRat (CC Lv 3); CosmoBog (CC Lv 2)		
Name: PaniDance	MP: 0	Target: 1GE	Usage: Battle
Effect: Frantic dance that confuses enemy	Class: Aira (Lv 10); Dancer (CC Lv 7); CurseLamp (CC Lv 3)		
Name: SandStorm	MP: 0	Target: All E	Usage: Battle
Effect: Sandstorm that kicks dust into enemies' eyes, lowering their accuracy	Class: Thief (CC Lv 2); Mimic (CC Lv 4)		
Name: Silliness	MP: 0	Target: Self	Usage: Battle
Effect: Silliness of user voids damage caused by physical attacks	Class: Jester (CC Lv 3)		

Sealing Skills

Name: DanceShut	MP: 0	Target: 1GE	Usage: Battle
Effect: Prevents enemies from using Dance-type skills	Class: Aira (Special); Dancer (CC Lv 6)		
Name: EerieFog	MP: 0	Target: All A/E	Usage: Battle
Effect: Thick fog that seals off all magic spells for allies and enemies	Class: Rosevine (CC Lv 6)		
Name: MistSong	MP: 0	Target: 1GE	Usage: Battle
Effect: Song that silences enemies, preventing them from casting spells	Class: Bard (CC Lv 7)		

Lose-a-Turn Skills

Name: Bark	MP: 0	Target: 1GE	Usage: Battle
Effect: Fearsome bark that scares enemies, freezing them for a turn	Class: Gabo (Lv 2)		
Name: BigTrip	MP: 0	Target: 1E	Usage: Battle
Effect: Trip attack that both immobilizes enemy and inflicts damage	Class: Fighter + Mariner		
Name: BoxerDanc	MP: 0	Target: 1GE	Usage: Battle
Effect: Dance that amuses enemies so much they forget to attack	Class: Melvin (Lv 6); EvilWell (CC Lv 3); Dancer + Jester		
Name: FishNet	MP: 0	Target: 1E	Usage: Battle
Effect: Prevents enemy from moving	Class: Mariner (CC Lv 2)		
Name: GagSong	MP: 0	Target: 1GE	Usage: Battle
Effect: Song that charms enemy so much they forget to attack	Class: Bard + Jester		
Name: LegSweep	MP: 0	Target: 1E	Usage: Battle
Effect: If successful, allows user to trip enemy, preventing attack	Class: Fighter (CC Lv 2)		
Name: LureDance	MP: 0	Target: 1E	Usage: Battle
Effect: Seductive dance that makes enemy join in	Class: Aira (Special); Dancer (CC Lv 2); JewelBag (CC Lv 2)		
Name: LushLicks	MP: 0	Target: 1E	Usage: Battle
Effect: Lick that freezes enemy in disgust	Class: Jester (CC Lv 6); Lipsy (CC Lv 2)		
Name: PuffPuff	MP: 0	Target: 1E	Usage: Battle
Effect: A special massage with different effects: when done by a man, inflicts damage on enemy; when done by a woman, makes them forget to attack	Class: Jester (CC Lv 2)		
Name: QuickJoke	MP: 0	Target: 1GE	Usage: Battle
Effect: Quick joke that makes enemy laugh so much they forget to attack	Class: Jester (CC Lv 5)		

SPILLS AND SKILLS

Lose-a-Turn Skills cont.

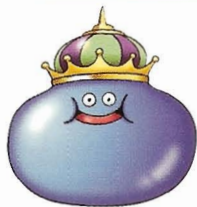
Name: ShipDance	MP: 0	Target: 1E	Usage: Battle
Effect: Special dance that soothes enemy, preventing them from attacking -		Class: Dancer + Mariner	
Name: Tickle	MP: 0	Target: 1E	Usage: Battle
Effect: Tickle attack that makes enemy lose a turn		Class: Jester (CC Lv 8)	
Name: WarCry	MP: 0	Target: All E	Usage: Battle
Effect: Terrifying battle cry that scares enemy into submission		Class: Fighter (CC Lv 6); Fighter + Bard; EvilWell (CC Lv 2)	

Barrier Skills

Name: FairWind	MP: 0	Target: Self	Usage: Battle
Effect: Envelopes party in a wind that reflects Fire- and ice-based attacks		Class: Pirate (CC Lv 2); Budoo (CC Lv 7); RainHawk (CC Lv 3)	
Name: HolyAura	MP: 10	Target: All A	Usage: Battle
Effect: Holy light that protects party from damage, but prevents them from acting that turn		Class: Cleric + Mariner	
Name: WoolGuard	MP: 0	Target: All A	Usage: Battle
Effect: Envelopes party in a warm mist, diminishing damage inflicted from Ice-based attacks		Class: Shepherd (CC Lv 7)	

Protection Skills

Name: Guardian	MP: 0	Target: All A	Usage: Battle
Effect: Allows user to protect all allies from attack		Class: Melvin (Lv 7); Paladin (CC Lv 6); Golem (CC Lv 3)	
Name: ParryPass	MP: 0	Target: Self	Usage: Battle
Effect: Allows user to parry physical attacks aimed at him/her and pass them to another		Class: Kiefer (Lv 9); Aira (Lv 3); Dancer (CC Lv 3); EvilWell (CC Lv 4)	
Name: Scapegoat	MP: 0	Target: 1A	Usage: Battle
Effect: Allows user to protect chosen ally from all attacks during turn used		Class: Paladin (CC Lv 1)	



Recovery Skills

Healing Skills

Name: HealSong	MP: 0	Target: All A	Usage: Battle
Effect: Allows party members to recover about 20HP		Class: Cleric + Bard; Florajay (CC Lv 8)	
Name: Hustle	MP: 0	Target: All A	Usage: Battle
Effect: Allows party members to recover about 70HP		Class: TeenIdol (CC Lv 5)	
Name: Meditate	MP: 0	Target: Self	Usage: Battle
Effect: Allows user to meditate during battle and regain about 500HP		Class: Summoner (CC Lv 1); Bombrag (CC Lv 8)	

Curative Skills

Name: Mineuchi	MP: 0	Target: 1A	Usage: Battle
Effect: Cures both sleep and confusion		Class: Warrior + Shepherd	
Name: WakeSong	MP: 0	Target: All A	Usage: Battle
Effect: Awakens all sleeping allies		Class: Bard (CC Lv 6)	

Revival Skills

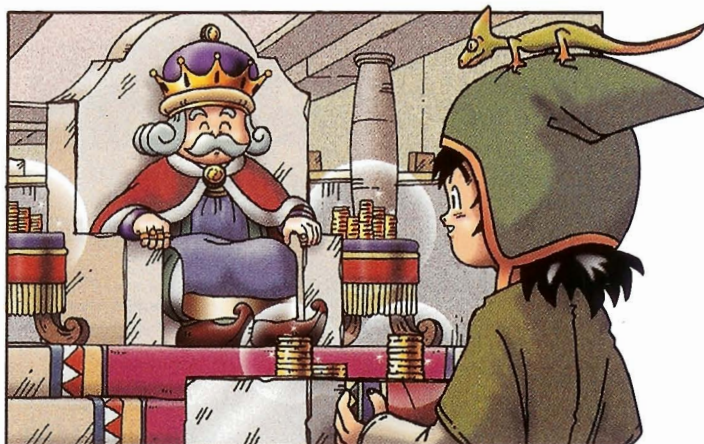
Name: AngelSong	MP: 0	Target: 1A	Usage: Battle
Effect: Revives fallen ally and restores half of their max HP		Class: Bard (CC Lv 8)	
Name: LifeDance	MP: 0	Target: All A	Usage: Battle
Effect: Rousing dance that revives and completely heals fallen allies		Class: TeenIdol + Sage	
Name: LifeSong	MP: 10	Target: All A	Usage: Battle
Effect: Revives and completely heals any fallen allies over 2 turns		Class: Aira (Lv 23); TeenIdol (CC Lv 8)	



Adventure Skills

Taming Skills

Name: Tamer	MP: 0	Target: 1GE	Usage: Battle
Effect: Charms a monster, making it easier to tame		Class: Tamer (CC Lv 1)	



Useless Skills

Skills with No Effects

Name: Giggle	MP: 0	Target: Self	Usage: Battle
Effect: Attack with no effect		Class: Thief + Jester; Bombrag (CC Lv 3)	
Name: RamDance	MP: 0	Target: All E	Usage: Battle
Effect: Attack with no effect		Class: Dancer + Shepherd	

Weapons, Armor, Accessories, and other Items and Equipment

As you journey through the worlds of *Dragon Warrior VII*, you discover a variety of weapons, armor, equipment, and other items that add to your enjoyment of the quest. This section provides all the information you need to know about these items, including their special effects and who can use them. The information given in the entries is as follows:

Buy: Price at which this item is sold when new

Sell: Price you can get for this item when reselling

Bonus: The bonus added to a particular stat when your characters equip this item; stats most commonly affected by items—ATK (attack), DEF (defense), INT (intelligence), AGI (agility)

APR Bonus: The bonus added to your characters' appearance ratings when they equip this item

How to Obtain: Most common locations where you can find this item: = shop; = dropped by a monster; = obtained through an event in the game; = prize in a Casino; = in a treasure chest or while snooping

Special Abilities: Any unusual abilities the item has, including "use as item" spells, special resistances to spells or certain attacks, and so on

Characters: Which characters can use this item

Weapons

Sticks



Stick

Buy:	Sell	ATK Bonus	APR Bonus
10	5	+2 (Gabo, -1)	—

How to Obtain:

Characters

All Characters

Special Abilities

—



Club

Buy	Sell	ATK Bonus	APR Bonus
110	55	+8	+5

How to Obtain:

Characters

Hero; Kiefer; Gabo; Melvin; Aira

Special Abilities

—

Swords



Copper Sword

Buy	Sell	ATK Bonus	APR Bonus
220	110	+11 (Gabo, -5)	+9

How to Obtain:

Characters

Hero; Kiefer; Gabo; Melvin; Aira

Special Abilities

—

Steel Sword

Buy	Sell	ATK Bonus	APR Bonus
2,800	1,400	+33 (Gabo, -16)	+16

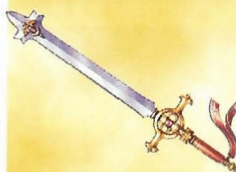
How to Obtain:

Characters

Hero; Kiefer; Gabo; Melvin; Aira

Special Abilities

None



Destruct Sword

Buy	Sell	ATK Bonus	APR Bonus
5,400	2,700	+42	+23

How to Obtain:

Characters

Hero; Melvin; Aira

Special Abilities

Use as an item in battle to cast Fireball.



Hacksaw

Buy	Sell	ATK Bonus	APR Bonus
8,800	4,400	+54	-2

How to Obtain:

Characters

Hero; Kiefer; Aira

Special Abilities

None



Bounce Sword

Buy	Sell	ATK Bonus	APR Bonus
6,200	3,100	+55	+35

How to Obtain:

Characters

Hero; Kiefer; Aira

Special Abilities

Use as an item in battle to cast Bounce.



Pixy Sword

Buy	Sell	ATK Bonus	APR Bonus
8,500	4,250	+58	+30

How to Obtain:

Characters

Hero; Kiefer; Melvin; Aira

Special Abilities

Use as an item in battle to cast Upper.



Platinum Sword

Buy	Sell	ATK Bonus	APR Bonus
3,000	1,500	+60	+45

How to Obtain:

Characters

Hero; Kiefer; Melvin; Aira

Special Abilities

None



Tempt Sword

Buy	Sell	ATK Bonus	APR Bonus
7,300	3,650	+65	+28

How to Obtain:

Characters

Hero; Kiefer; Melvin; Aira

Special Abilities

Makes a targeted monster sleep



Falcon Sword

Buy	Sell	ATK Bonus	APR Bonus
—	12,500	+67	+32

How to Obtain:

Characters

Gabo

Special Abilities

Use as an item in battle to cast SnowStorm.



Seduce Sword

Buy	Sell	ATK Bonus	APR Bonus
9,800	4,900	+70	+51

How to Obtain:

Characters

Maribel; Aira

Special Abilities

Occasionally confuses targeted monsters



Zombie Sword

Buy	Sell	ATK Bonus	APR Bonus
15,000	7,500	+75	+5

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Does 1.5 times more damage to Undead-type monsters



Snow Sword

Buy	Sell	ATK Bonus	APR Bonus
—	14,500	+105	+38

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Has an additional effect similar to IceBolt when used to attack monsters



Dragon Sword

Buy	Sell	ATK Bonus	APR Bonus
20,000	10,000	+83	+35

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Does 1.5 times more damage to Dragon-type monsters



Bastard Sword

Buy	Sell	ATK Bonus	APR Bonus
31,000	15,500	+109	+32

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Flame Sword

Buy	Sell	ATK Bonus	APR Bonus
22,500	11,250	+87	+33

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Used as an item in battle to cast Bang



Devil Sword

Buy	Sell	ATK Bonus	APR Bonus
45,000	22,500	+110	—

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Deja Sword

Buy	Sell	ATK Bonus	APR Bonus
—	Cannot Sell	+90	+45

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Occasionally confuses monsters



2Edged Sword

Buy	Sell	ATK Bonus	APR Bonus
—	2,500	+117	+13

How to Obtain:

Characters

Hero; Kiefer; Aira

Special Abilities

Cursed item that reflects 1/6 of the damage inflicted with the weapon back on the user



Massacre Sword

Buy	Sell	ATK Bonus	APR Bonus
—	14,500	+95	+15

How to Obtain:

Characters

Kiefer, Aira

Special Abilities

Cursed item that makes it possible to attack all enemies



King's Sword

Buy	Sell	ATK Bonus	APR Bonus
—	22,500	+120	+55

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Thunder Sword

Buy	Sell	ATK Bonus	APR Bonus
24,000	12,000	+95	+40

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Used an item in battle to cast Lightning



Aquagon

Buy	Sell	ATK Bonus	APR Bonus
—	Cannot Sell	+125	+52

How to Obtain:

Characters

Hero

Special Abilities

Used as an item in battle to cast Tsunami



Godeus Sword

Buy	Sell	ATK Bonus	APR Bonus
23,000	11,500	+97	+45

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Used as an item in battle to cast Defense



MetlKing Sword

Buy	Sell	ATK Bonus	APR Bonus
37,000	18,500	+130	+40

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

—



Miracle Sword

Buy	Sell	ATK Bonus	APR Bonus
—	1,000	+100	+38

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Recovers HP equal to 1/4 of the damage you inflict in battle



Oceano Sword

Buy	Sell	ATK Bonus	APR Bonus
—	Cannot Sell	+140	+60

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Used as an item in battle to cast TwinHits; also has an effect similar to Zap-type spells when used in battle

Knives



Bone Knife

Buy	Sell	ATK Bonus	APR Bonus
110	55	+6	+3

How to Obtain:

Characters

Gabo

Special Abilities

—



Bronze Knife

Buy	Sell	ATK Bonus	APR Bonus
—	75	+9 (Gabo, -)	+8

How to Obtain:

Characters

Maribel, Gabo, Melvin, Aira

Special Abilities

—



Knife

Buy	Sell	ATK Bonus	APR Bonus
200	100	+14 (Gabo, -)	+7

How to Obtain:

Characters

All characters

Special Abilities

—



Bug Knife

Buy	Sell	ATK Bonus	APR Bonus
—	475	+23	+13

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

May paralyze monsters



Dagger

Buy	Sell	ATK Bonus	APR Bonus
1,500	750	+30	+11

How to Obtain:

Characters

Maribel

Special Abilities

Instantly kills this weapon's target

Axes



Rock Axe

Buy	Sell	ATK Bonus	APR Bonus
810	405	+19	+4

How to Obtain:

Characters

Kiefer, Gabo, Aira

Special Abilities

—



Iron Axe

Buy	Sell	ATK Bonus	APR Bonus
4,000	2,000	+38	+6

How to Obtain:

Characters

Hero, Kiefer, Gabo, Aira

Special Abilities

—



Battle Axe

Buy	Sell	ATK Bonus	APR Bonus
6,500	3,250	+49	+15

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Demon Axe

Buy	Sell	ATK Bonus	APR Bonus
—	250	+108	+20

How to Obtain:

Characters

Kiefer, Aira

Special Abilities

Can produce armor-shattering critical hits, but has a low accuracy rating

Hammers



Mallet

Buy	Sell	ATK Bonus	APR Bonus
410	205	+14	-5

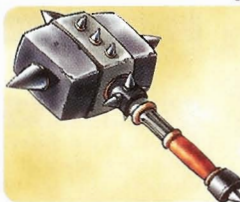
How to Obtain:

Characters

Kiefer, Aira

Special Abilities

—



Hammer

Buy	Sell	ATK Bonus	APR Bonus
2,100	1,050	+31	+6

How to Obtain:

Characters

Kiefer, Aira

Special Abilities

—



War Hammer

Buy	Sell	ATK Bonus	APR Bonus
12,000	6,000	+64	+19

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Demon Hammer

Buy	Sell	ATK Bonus	APR Bonus
—	7,500	+115	+33

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Cursed item that can produce armor-shattering critical hits, but has low accuracy rating

Staves



Wizard Staff

Buy	Sell	ATK Bonus	APR Bonus
1,500	750	+15	+11

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast Blaze



Bless Staff

Buy	Sell	ATK Bonus	APR Bonus
—	315	+15	+16

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast HealMore



Vivify Staff

Buy	Sell	ATK Bonus	APR Bonus
45,000	22,500	+66	+38

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast Vivify



Bolt Staff

Buy	Sell	ATK Bonus	APR Bonus
—	1,650	+28	+24

How to Obtain:

Characters

Maribel, Melvin,

Special Abilities

Used as an item in battle to cast Firebane



Sea Roar Staff

Buy	Sell	ATK Bonus	APR Bonus
14,000	7,000	+74	+42

How to Obtain:

Characters

Hero, Maribel, Melvin

Special Abilities

Used as an item in battle to cast Tsunami



Sleep Staff

Buy	Sell	ATK Bonus	APR Bonus
4,200	2,100	+32	+15

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast Sleep



Hero Staff

Buy	Sell	ATK Bonus	APR Bonus
18,500	9,250	+103	+60

How to Obtain:

Characters

Melvin

Special Abilities

Used as an item in battle to cast Barrier



Wind Staff

Buy	Sell	ATK Bonus	APR Bonus
11,000	500	+35	+20

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast Infermore



Judge Staff

Buy	Sell	ATK Bonus	APR Bonus
—	1,450	+37	+22

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast Infernos



Mist Staff

Buy	Sell	ATK Bonus	APR Bonus
6,800	3,400	+40	+18

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast StopSpell



Lune Staff

Buy	Sell	ATK Bonus	APR Bonus
—	3,150	+39	+18

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used an item in battle to cast Increase



Sage Staff

Buy	Sell	ATK Bonus	APR Bonus
15,000	7,500	+50	+12

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Used as an item in battle to cast HealMore



Lava Staff

Buy	Sell	ATK Bonus	APR Bonus
—	4,750	+63	+30

How to Obtain:

Characters

Maribel, Melvin, Aira

Special Abilities

Used as an item in battle to cast Magma

Spears



Pole

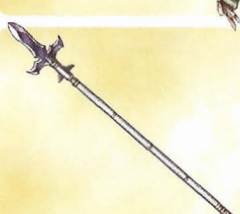
Buy	Sell	ATK Bonus	APR Bonus
50	25	+5 (Gabo, -2)	+1

How to Obtain:

Characters

All characters

Special Abilities



Iron Spear

Buy	Sell	ATK Bonus	APR Bonus
1,000	500	+23 (Gabo, +11)	+8

How to Obtain:

Characters

Hero, Kiefer, Gabo, Melvin, Aira

Special Abilities



Holy Spear

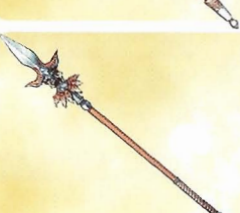
Buy	Sell	ATK Bonus	APR Bonus
3,300	1,650	+36	+17

How to Obtain:

Characters

Hero, Maribel, Aira

Special Abilities



Demon Spear

Buy	Sell	ATK Bonus	APR Bonus
—	12,500	+99	+19

How to Obtain:

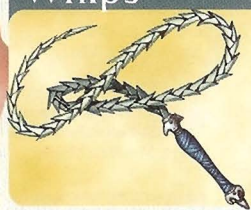
Characters

Maribel, Melvin, Aira

Special Abilities

May instantly kill a targeted monster

Whips



Rosevine Whip

Buy	Sell	ATK Bonus	APR Bonus
750	385	+18	+7

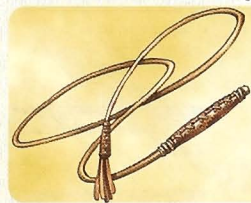
How to Obtain:

Characters

Maribel, Aira

Special Abilities

Attack affects one group of enemies



Leather Whip

Buy	Sell	ATK Bonus	APR Bonus
1,300	650	+25	+13

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Attack affects one group of enemies



Chain Whip

Buy	Sell	ATK Bonus	APR Bonus
2,500	1,250	+33	+18

How to Obtain:

Characters

Maribel, Melvin, Aira

Special Abilities

Attack affects one group of enemies



Mace Whip

Buy	Sell	ATK Bonus	APR Bonus
5,500	2,750	+43	+14

How to Obtain:

Characters

Maribel, Melvin, Aira

Special Abilities

Attack affects one group of enemies



Dragon Whip

Buy	Sell	ATK Bonus	APR Bonus
7,500	3,750	+52	+33

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Attack affects one group of enemies



Steel Whip

Buy	Sell	ATK Bonus	APR Bonus
9,500	4,750	+65	+22

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Attack affects one group of enemies



Wreck Whip

Buy	Sell	ATK Bonus	APR Bonus
—	10,000	+125	+26

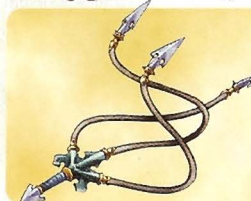
How to Obtain:

Characters

Hero, Kiefer, Gabo, Aira

Special Abilities

Attack affects one group of enemies



Ultimate Whip

Buy	Sell	ATK Bonus	APR Bonus
—	5,000	+145	+57

How to Obtain:

Characters

Hero, Maribel, Melvin, Aira

Special Abilities

Attack affects one group of enemies

Boomerangs



Boomerang

Buy	Sell	ATK Bonus	APR Bonus
650	325	+15	+5

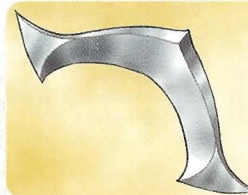
How to Obtain:

Characters

Hero, Gabo

Special Abilities

Attack affects all enemies



Blade Boomerang

Buy	Sell	ATK Bonus	APR Bonus
2,300	1,150	+26	+19

How to Obtain:

Characters

Hero, Gabo

Special Abilities

Attack affects all enemies



Flame Boomerang

Buy	Sell	ATK Bonus	APR Bonus
13,000	6,500	+65	+25

How to Obtain:

Characters

Hero, Gabo

Special Abilities

Attack affects all enemies

Claws



Stone Claw

Buy	Sell	ATK Bonus	APR Bonus
340	170	+12	+3

How to Obtain:

Characters

Gabo

Special Abilities

—



Iron Claw

Buy	Sell	ATK Bonus	APR Bonus
920	460	+21	+15

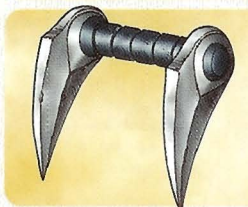
How to Obtain:

Characters

Gabo

Special Abilities

—



Steel Claw

Buy	Sell	ATK Bonus	APR Bonus
4,200	2,100	+35	+8

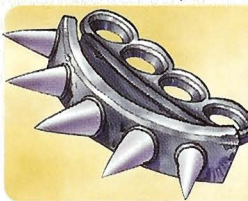
How to Obtain:

Characters

Gabo

Special Abilities

—



Power Claw

Buy	Sell	ATK Bonus	APR Bonus
7,100	3,550	+40	+20

How to Obtain:

Characters

Gabo

Special Abilities

—



Flame Claw

Buy	Sell	ATK Bonus	APR Bonus
7,700	3,850	+53	+21

How to Obtain:

Characters

Gabo

Special Abilities

Has an additional effect similar to Blazemore when used to attack monsters



Ice Claw

Buy	Sell	ATK Bonus	APR Bonus
9,000	4,500	+62	+31

How to Obtain:

Characters

Gabo

Special Abilities

Use as an item in battle to cast SnowStorm.



Shears

Buy	Sell	ATK Bonus	APR Bonus
6,000	3,000	+47	-1

How to Obtain:

Characters

Kiefer, Aira

Special Abilities

—



Monster Claw

Buy	Sell	ATK Bonus	APR Bonus
17,000	8,500	+73	+25

How to Obtain:

Characters

Gabo

Special Abilities

May paralyze the targeted monster



Lune Fan

Buy	Sell	ATK Bonus	APR Bonus
7,700	3,850	+60	+30

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



Dragon Claw

Buy	Sell	ATK Bonus	APR Bonus
21,000	10,500	+85	+35

How to Obtain:

Characters

Gabo

Special Abilities

—



Sun Fan

Buy	Sell	ATK Bonus	APR Bonus
22,000	11,000	+110	+49

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Attack affects one group of enemies



Devil Claw

Buy	Sell	ATK Bonus	APR Bonus
35,000	17,500	+90	+29

How to Obtain:

Characters

Gabo

Special Abilities

May seriously poison targeted monster



Bow Gun

Buy	Sell	ATK Bonus	APR Bonus
37,000	18,500	+110	+25

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Beast Claw

Buy	Sell	ATK Bonus	APR Bonus
—	275	+95	+25

How to Obtain:

Characters

Gabo

Special Abilities

—



Oricon Claw

Buy	Sell	ATK Bonus	APR Bonus
30,000	15,000	+135	+37

How to Obtain:

Characters

Gabo

Special Abilities

—

Miscellaneous Weapons



Poison Knife

Buy	Sell	ATK Bonus	APR Bonus
—	1,450	+1	+15

How to Obtain:

Characters

Maribel, Gabo, Melvin

Special Abilities

May instantly kill the targeted monster



Sickle

Buy	Sell	ATK Bonus	APR Bonus
1,700	850	+27 (Gabo, -13)	+13

How to Obtain:

Characters

Kiefer, Gabo, Melvin, Aira

Special Abilities

—



Needle Earrings

Buy	Sell	ATK Bonus	APR Bonus
11,000	5,500	+45	+32

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Allows user to attack twice in one battle round

Armor

Clothes and Magical Robes



Cloth

Buy	Sell	DEF Bonus	APR Bonus
25	12	+3	—

How to Obtain:

Characters

Maribel, Gabo

Special Abilities

—



Cloth

Buy	Sell	DEF Bonus	APR Bonus
30	15	+4	+2

How to Obtain:

Characters

All characters

Special Abilities

—



Traveler Clothes

Buy	Sell	DEF Bonus	APR Bonus
70	35	+7	+6

How to Obtain:

Characters

All characters

Special Abilities

—



Boxer Shorts

Buy	Sell	DEF Bonus	APR Bonus
100	50	+8	-100

How to Obtain:

Characters

Hero, Kiefer, Gabo, Melvin

Special Abilities

—



SilkTux

Buy	Sell	DEF Bonus	APR Bonus
3,500	1,750	+10	+40

How to Obtain:

Characters

Hero, Kiefer, Melvin

Special Abilities



Leather Kilt

Buy	Sell	DEF Bonus	APR Bonus
310	155	+12	-20

How to Obtain:

Characters

Kiefer, Gabo, Melvin

Special Abilities



SilkRobe

Buy	Sell	DEF Bonus	APR Bonus
600	300	+13	+28

How to Obtain:

Characters

Maribel, Melvin, Aira

Special Abilities



Bunny Suit

Buy	Sell	DEF Bonus	APR Bonus
3,300	1,650	+17	+38

How to Obtain:

Characters

Maribel, Aira

Special Abilities



Leather Dress

Buy	Sell	DEF Bonus	APR Bonus
680	340	+17	+15

How to Obtain:

Characters

Maribel, Aira

Special Abilities



Fur Mantle

Buy	Sell	DEF Bonus	APR Bonus
900	450	+18	+18

How to Obtain:

Characters

Maribel, Gabo, Aira

Special Abilities



Dancer's Outfit

Buy	Sell	DEF Bonus	APR Bonus
1,500	750	+20	+25

How to Obtain:

Characters

Maribel, Aira

Special Abilities



Slime Clothes

Buy	Sell	DEF Bonus	APR Bonus
1,200	600	+20	+13

How to Obtain:

Characters

Hero, Gabo

Special Abilities



Noble Robe

Buy	Sell	DEF Bonus	APR Bonus
—	600	+21	+28

How to Obtain:

Characters

Kiefer, Melvin, Aira

Special Abilities

—



Evade Suit

Buy	Sell	DEF Bonus	APR Bonus
3,000	1,500	+28	+11

How to Obtain:

Characters

Maribel, Gabo, Melvin

Special Abilities

Increases evasiveness



Glam Coat

Buy	Sell	DEF Bonus	APR Bonus
2,500	1,250	+28	+35

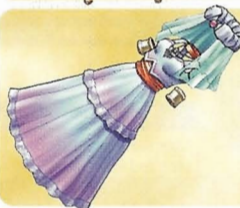
How to Obtain:

Characters

Hero, Kiefer, Gabo, Melvin

Special Abilities

—



Innocent Dress

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+30	+45

How to Obtain:

Characters

Aira

Special Abilities

Deletes 15HP of damage inflicted from all spells, with the exception of the Zap spell family



Magic Robe

Buy	Sell	DEF Bonus	APR Bonus
4,000	2,000	+30	+20

How to Obtain:

Characters

Maribel, Gabo, Melvin

Special Abilities

Deletes 25HP of damage inflicted from all spells, with the exception of the Zap spell family



Pirate Clothes

Buy	Sell	DEF Bonus	APR Bonus
4,200	2,100	+32	+30

How to Obtain:

Characters

Hero, Kiefer, Melvin

Special Abilities

—



Wizard Robe

Buy	Sell	DEF Bonus	APR Bonus
4,200	2,100	+37	+10

How to Obtain:

Characters

Maribel, Melvin

Special Abilities

Deletes 15HP of damage inflicted from all Fire-based spells



Silk Bustier

Buy	Sell	DEF Bonus	APR Bonus
7,800	3,900	+38	+45

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



Wind Robe

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+38	+48

How to Obtain:

Characters

Maribel, Gabo, Melvin

Special Abilities

Evade attack 25 percent of the time



Bolero

Buy	Sell	DEF Bonus	APR Bonus
—	5,000	+40	-50

How to Obtain:

Characters

Hero, Maribel, Gabo, Melvin, Aira

Special Abilities

Halves the MP needed to cast spells



Dark Clothes

Buy	Sell	DEF Bonus	APR Bonus
—	8,250	+78	+32

How to Obtain:

Characters

Maribel, Gabo, Melvin

Special Abilities

Increases evasiveness



Party Dress

Buy	Sell	DEF Bonus	APR Bonus
11,800	5,900	+40	+48

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



Princess Robe

Buy	Sell	DEF Bonus	APR Bonus
20,000	10,000	+85	+72

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Deletes 30HP of damage inflicted from all spells, with the exception of the Zap spell family



Trendy Suit

Buy	Sell	DEF Bonus	APR Bonus
13,200	6,600	+40	+47

How to Obtain:

Characters

Hero, Kiefer, Melvin

Special Abilities

—



Angel Leotard

Buy	Sell	DEF Bonus	APR Bonus
—	10,500	+93	+72

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Negates Instant-Death spells



Skirt

Buy	Sell	DEF Bonus	APR Bonus
8,700	4,350	+45	+35

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Deletes 30HP of damage inflicted from all spells, with the exception of the Zap spell family



Dragon Robe

Buy	Sell	DEF Bonus	APR Bonus
40,000	20,000	+95	+60

How to Obtain:

Characters

Hero, Maribel, Melvin

Special Abilities

Deletes 40HP of damage inflicted from all Fire- and Ice-based spells and skills



Spangle Dress

Buy	Sell	DEF Bonus	APR Bonus
11,500	5,750	+50	+52

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



Pure Bustier

Buy	Sell	DEF Bonus	APR Bonus
—	14,000	+95	+92

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Recover 1HP with every step you take



Angel Robe

Buy	Sell	DEF Bonus	APR Bonus
11,000	5,500	+55	+55

How to Obtain:

Characters

Maribel, Melvin, Aira

Special Abilities

Negates the effects of Instant-Death spells



Water Robe

Buy	Sell	DEF Bonus	APR Bonus
16,000	8,400	+65	+42

How to Obtain:

Characters

Maribel, Gabo, Melvin

Special Abilities

Deletes 30HP of damage inflicted from all Fire-Based spells and skills



Dream Camisole

Buy	Sell	DEF Bonus	APR Bonus
—	9,250	+73	+88

How to Obtain:

Characters

Maribel

Special Abilities

Freezes monsters for one turn



Light Dress

Buy	Sell	DEF Bonus	APR Bonus
—	4,400	+75	+61

How to Obtain:

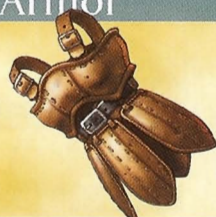
Characters

Maribel, Aira

Special Abilities

Reflects spells

Armor



Leather Armor

Buy	Sell	ATK Bonus	APR Bonus
180	90	+11	+15

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Scale Armor

Buy	Sell	ATK Bonus	APR Bonus
450	225	+15	+9

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Shell Armor

Buy	Sell	ATK Bonus	APR Bonus
880	440	+18	-25

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Chain Mail

Buy	Sell	DEF Bonus	APR Bonus
1,050	525	+20	+23

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Bronze Armor

Buy	Sell	DEF Bonus	APR Bonus
1,350	675	+23	+12

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Iron Breastplate

Buy	Sell	DEF Bonus	APR Bonus
2,000	1,000	+26	+4

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Iron Armor

Buy	Sell	DEF Bonus	APR Bonus
3,300	1,650	+30	+19

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Shell Suit

Buy	Sell	DEF Bonus	APR Bonus
3,800	1,900	+33	-15

How to Obtain:

Characters

Gabo

Special Abilities

—



Steel Armor

Buy	Sell	DEF Bonus	APR Bonus
5,000	2,500	+34	+27

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Silver Breastplate

Buy	Sell	DEF Bonus	APR Bonus
6,000	3,000	+36	+30

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Dance Armor

Buy	Sell	DEF Bonus	APR Bonus
6,300	3,150	+37	+38

How to Obtain:

Characters

Maribel, Aira

Special Abilities

Increases evasion



Viking Armor

Buy	Sell	DEF Bonus	APR Bonus
7,000	3,500	+38	+20

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Silver Armor

Buy	Sell	DEF Bonus	APR Bonus
9,100	4,550	+43	+40

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 20HP of damage inflicted from all spells, with the exception of the Zap spell family



Majic Armor

Buy	Sell	DEF Bonus	APR Bonus
11,000	5,500	+47	+38

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Deletes 15HP of damage inflicted from all spells, with the exception of the Zap spell family



Heavy Armor

Buy	Sell	DEF Bonus	APR Bonus
9,500	4,750	+50	-30

How to Obtain:

Characters

Hero, Kiefer, Gabo, Melvin, Aira

Special Abilities

Deletes 15HP of damage inflicted from all Fire-based spells and skills



Blade Armor

Buy	Sell	DEF Bonus	APR Bonus
6,500	3,250	+55	+15

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Occasionally reflects to the attacker 1/4 of the damage inflicted on the wearer



Spirit Armor

Buy	Sell	DEF Bonus	APR Bonus
12,000	6,000	+55	+35

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Deletes 20HP of damage inflicted from all spells, with the exception of the Zap spell family



Dragon Armor

Buy	Sell	DEF Bonus	APR Bonus
15,000	7,500	+60	+37

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 15HP of damage inflicted from all Fire-based spells and skills



Devil Armor

Buy	Sell	DEF Bonus	APR Bonus
—	3,500	+65	+15

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Cursed Item that deletes 30HP of damage inflicted from all spells, with the exception of the Zap spell family; prevents movement 30 percent of the time



Platinum Armor

Buy	Sell	DEF Bonus	APR Bonus
—	4,750	+63	+51

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Delete 20HP of damage inflicted from all spells, with the exception of the Zap spell family



Flame Armor

Buy	Sell	DEF Bonus	APR Bonus
21,000	10,500	+70	+33

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 25HP of damage inflicted from all Ice-based spells and skills



Slime Armor

Buy	Sell	DEF Bonus	APR Bonus
15,000	7,500	+67	+30

How to Obtain:

Characters

Hero, Gabo, Melvin

Special Abilities

—



Sacred Armor

Buy	Sell	DEF Bonus	APR Bonus
—	5,000	+75	+55

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

Recovers 50HP each round of battle for wearer



Demon Armor

Buy	Sell	DEF Bonus	APR Bonus
—	4,500	+85	+12

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Cursed Item that deletes 30HP of damage inflicted from all Fire-based spells and skills, but reduces AGL to 0



Gigant Armor

Buy	Sell	DEF Bonus	APR Bonus
35,000	17,500	+92	+15

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 30HP of damage inflicted from all Fire-and Ice-Based spells and skills



Mirror Armor

Buy	Sell	DEF Bonus	APR Bonus
38,000	19,000	+95	+50

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Sometimes reflects spells cast on the wearer



King's Armor

Buy	Sell	DEF Bonus	APR Bonus
—	14,000	+105	+60

How to Obtain:

Characters

Kiefer, Aira

Special Abilities

Deletes 20HP of damage inflicted from all Fire-based spells and skills



MetlKing Armor

Buy	Sell	DEF Bonus	APR Bonus
—	5,000	+115	+45

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Deletes 30HP of damage inflicted from all Fire-based spells and skills



Gaiala Armor

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+125	+55

How to Obtain:

Characters

Hero, Melvin

Special Abilities

Deletes 30HP of damage inflicted from all Fire-based spells and skills

Shields



Pot Lid

Buy	Sell	DEF Bonus	APR Bonus
40	20	+2	-20

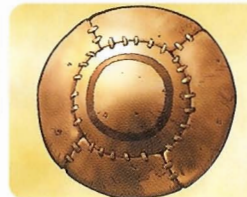
How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Leather Shield

Buy	Sell	DEF Bonus	APR Bonus
70	35	+4	+2

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Scale Shield

Buy	Sell	DEF Bonus	APR Bonus
180	90	+7	+4

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Kitten Shield

Buy	Sell	DEF Bonus	APR Bonus
310	155	+9	+8

How to Obtain:

Characters

Maribel, Gabo

Special Abilities

—



Bronze Shield

Buy	Sell	DEF Bonus	APR Bonus
470	235	+11	+7

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Iron Shield

Buy	Sell	DEF Bonus	APR Bonus
920	460	+13	+12

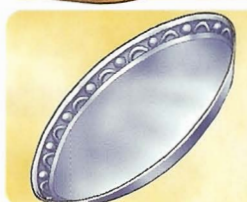
How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 5HP of damage inflicted from all Fire-and Ice-Based skills



Tray

Buy	Sell	DEF Bonus	APR Bonus
1,000	500	+15	+23

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



White Shield

Buy	Sell	DEF Bonus	APR Bonus
2,000	1,000	+16	+15

How to Obtain:

Characters

Hero, Maribel, Melvin, Aira

Special Abilities

—



Majic Shield

Buy	Sell	DEF Bonus	APR Bonus
5,000	2,500	+18	+21

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

Deletes 10HP of damage inflicted from all Fire-based spells and skills



Platinum Shield

Buy	Sell	DEF Bonus	APR Bonus
3,500	1,750	+25	+40

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 10HP of damage inflicted from all Fire-based spells and skills



Ice Shield

Buy	Sell	DEF Bonus	APR Bonus
3,800	1,900	+24	+17

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

Deletes 20HP of damage inflicted from all Fire-based spells and skills



Dragon Shield

Buy	Sell	DEF Bonus	APR Bonus
7,100	3,550	+26	+25

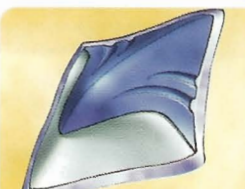
How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 15HP of damage inflicted from all Fire- and Ice-based skills



Dolphin Shield

Buy	Sell	DEF Bonus	APR Bonus
—	600	+28	+28

How to Obtain:

Characters

Hero, Aira

Special Abilities

Deletes 30HP of damage inflicted from Tsunami



Expel Shield

Buy	Sell	DEF Bonus	APR Bonus
11,000	5,500	+32	+18

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Used in battle to cast Expel



Flame Shield

Buy	Sell	DEF Bonus	APR Bonus
17,000	8,500	+36	+22

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Deletes 50HP of damage inflicted from all Ice-based spells and skills



Sorrow Shield

Buy	Sell	DEF Bonus	APR Bonus
—	90	+42	-5

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Cursed Item that halves the damage inflicted on the wearer, shunting it to another comrade



Heal Shield

Buy	Sell	DEF Bonus	APR Bonus
25,000	12,500	+40	+33

How to Obtain:

Characters

Hero, Mairbel, Kiefer, Gabo, Aira

Special Abilities

Used as an item in battle to cast HealMore



Ogre Shield

Buy	Sell	DEF Bonus	APR Bonus
—	14,000	+45	-10

How to Obtain:

Characters

Kiefer, Gabo

Special Abilities

Deletes 20HP of damage inflicted from all Fire- and Ice-based skills



Silver Shield

Buy	Sell	DEF Bonus	APR Bonus
33,000	16,500	+50	+38

How to Obtain:

Characters

All characters

Special Abilities

Deletes 25HP of damage inflicted from all Fire-based spells and skills



Destruct Shield

Buy	Sell	DEF Bonus	APR Bonus
—	2,650	+57	+5

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

Cursed Item that increases damage inflicted from all spells (except the Zap spells) and increases all Fire- and Ice-based skills by 50HP



Tornado Shield

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+60	+30

How to Obtain:

Characters

Hero, Melvin, Aira

Special Abilities

Deletes 30HP damage inflicted from all Ice-based spells and skills; used as an item in battle to cast MagicBack



MetlKing Shield

Buy	Sell	DEF Bonus	APR Bonus
—	5,000	+70	+40

How to Obtain:

Characters

Hero, Kiefer, Gabo, Melvin, Aira

Special Abilities

Deletes 30HP of damage inflicted from all Fire-based spells and Ice-based skills

Hats and Helms

Hats



Leather Hat

Buy	Sell	DEF Bonus	APR Bonus
65	32	+3	+2

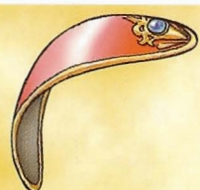
How to Obtain:

Characters

All characters

Special Abilities

—



Hairband

Buy	Sell	DEF Bonus	APR Bonus
100	50	+4	+10

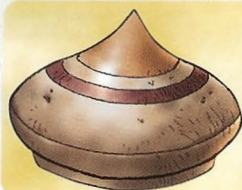
How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



Horned Hat

Buy	Sell	DEF Bonus	APR Bonus
70	35	+5	-2

How to Obtain: [Icon: Blue Arrow] [Icon: Purple Gem] [Icon: Gold Coin]

Characters

Hero, Kiefer, Gabo

Special Abilities

—



Captain Hat

Buy	Sell	DEF Bonus	APR Bonus
2,800	1,400	+19	+21

How to Obtain: [Icon: Blue Arrow] [Icon: Gold Coin]

Characters

Hero, Kiefer, Gabo, Melvin

Special Abilities

—



Wooden Hat

Buy	Sell	DEF Bonus	APR Bonus
120	60	+6	-15

How to Obtain: [Icon: Blue Arrow] [Icon: Gold Coin] [Icon: Wood]

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

—



Wind Hat

Buy	Sell	DEF Bonus	APR Bonus
—	2,500	+24	+8

How to Obtain: [Icon: Purple Gem] [Icon: Wind]

Characters

Hero, Maribel, Gabo, Melvin

Special Abilities

Used as an item to cast Return



Magic Hat

Buy	Sell	DEF Bonus	APR Bonus
—	4	+8	+5

How to Obtain: [Icon: Purple Gem] [Icon: Magic]

Characters

Hero, Maribel, Gabo, Melvin, Aira

Special Abilities

Halves the MP cost of spells



Echo Hat

Buy	Sell	DEF Bonus	APR Bonus
—	3,850	+25	+2

How to Obtain: [Icon: Purple Gem]

Characters

Maribel, Gabo, Melvin

Special Abilities

Lets you cast two spells for the MP price of one



SeaShell Hat

Buy	Sell	DEF Bonus	APR Bonus
250	125	+8	+3

How to Obtain: [Icon: Blue Arrow] [Icon: Gold Coin] [Icon: Shell]

Characters

Hero, Maribel, Kiefer, Gabo

Special Abilities

—



Joy Hat

Buy	Sell	DEF Bonus	APR Bonus
—	10,000	+37	+17

How to Obtain: [Icon: Purple Gem] [Icon: Joy]

Characters

Hero, Maribel, Gabo, Melvin

Special Abilities

Recovers a few MP points while walking



Fur Hat

Buy	Sell	DEF Bonus	APR Bonus
500	250	+11	+13

How to Obtain: [Icon: Blue Arrow] [Icon: Purple Gem] [Icon: Gold Coin]

Characters

Maribel, Gabo, Aira

Special Abilities

—



Lore Hat

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	—	+33

How to Obtain: [Icon: Star]

Characters

All characters

Special Abilities

INT +30



Turban

Buy	Sell	DEF Bonus	APR Bonus
410	205	+12	+2

How to Obtain: [Icon: Blue Arrow] [Icon: Gold Coin] [Icon: Cloth]

Characters

Hero, Kiefer, Gabo, Melvin, Aira

Special Abilities

—



Tiara

Buy	Sell	DEF Bonus	APR Bonus
—	8,500	+43	+50

How to Obtain: [Icon: Star]

Characters

Maribel, Aira

Special Abilities

Negates the effects of StopSpell, Sleep, PanicAll, and Surround



Silver Barrette

Buy	Sell	DEF Bonus	APR Bonus
450	225	+14	+25

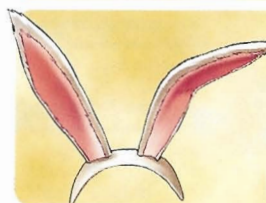
How to Obtain: [Icon: Blue Arrow] [Icon: Star]

Characters

Maribel, Aira

Special Abilities

—



Bunny Ears

Buy	Sell	DEF Bonus	APR Bonus
750	375	+15	+15

How to Obtain: [Icon: Blue Arrow] [Icon: Gold Coin]

Characters

Maribel, Aira

Special Abilities

—



Silk Hat

Buy	Sell	DEF Bonus	APR Bonus
1,200	600	+17	+15

How to Obtain: [Icon: Blue Arrow] [Icon: Purple Gem]

Characters

Hero, Kiefer, Melvin

Special Abilities

—

Helm



Iron Helm

Buy	Sell	DEF Bonus	APR Bonus
1,100	550	+16	+15

How to Obtain: [Icon: Blue Arrow] [Icon: Purple Gem] [Icon: Iron]

Characters

Hero, Kiefer, Gabo, Aira

Special Abilities

—



Iron Mask

Buy	Sell	DEF Bonus	APR Bonus
3,500	1,750	+22	-10

How to Obtain: [Icon: Blue Arrow] [Icon: Gold Coin] [Icon: Iron]

Characters

Hero, Kiefer, Aira

Special Abilities

—



Viking Helm

Buy	Sell	ATK Bonus	APR Bonus
4,500	2,250	+25	+15

How to Obtain:

Characters

Hero, Kiefer, Gabo, Aira

Special Abilities

—



Platinum Helm

Buy	Sell	ATK Bonus	APR Bonus
6,100	3,050	+28	+42

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Mythril Helm

Buy	Sell	ATK Bonus	APR Bonus
10,000	5,000	+32	+17

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

—



Berserkr Helm

Buy	Sell	ATK Bonus	APR Bonus
—	900	+42	+8

How to Obtain:

Characters

Kiefer, Gabo, Aira

Special Abilities

Cursed Item that gives the wearer non-recoverable Confusion



Intelli Helm

Buy	Sell	ATK Bonus	APR Bonus
—	10,500	+37	+21

How to Obtain:

Characters

Hero, Kiefer, Melvin, Aira

Special Abilities

INT +15



Dugon Helm

Buy	Sell	ATK Bonus	APR Bonus
26,500	13,250	+40	+26

How to Obtain:

Characters

Hero, Gabo, Aira

Special Abilities

Negates the effects of StopSpell and PanicAll



Great Helm

Buy	Sell	ATK Bonus	APR Bonus
30,000	15,000	+45	+30

How to Obtain:

Characters

Hero, Kiefer, Aira

Special Abilities

—



Fuego Helm

Buy	Sell	ATK Bonus	APR Bonus
—	Cannot Sell	+53	+33

How to Obtain:

Characters

Hero, Aira

Special Abilities

Negates the effect of Sleep, Beat, and PanicAll



MetlKing Helm

Buy	Sell	ATK Bonus	APR Bonus
—	10,000	+60	+38

How to Obtain:

Characters

All characters

Special Abilities

Negates the effects of StopSpell, Sleep, PanicAll, and Surround

Accessories



AGL Scarf

Buy	Sell	AGL Bonus	APR Bonus
970	485	+30	+10

How to Obtain:

Characters

All characters

Special Abilities

—



AquaCharm

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+30	+20

How to Obtain:

Characters

All characters

Special Abilities

Used as an item in battle to cast WaveSong



Bow Tie

Buy	Sell	DEF Bonus	APR Bonus
2,400	1,200	+2	+15

How to Obtain:

Characters

Hero, Kiefer, Gabo, Melvin

Special Abilities

—



BunnyTail

Buy	Sell	Bonus	APR Bonus
270	135	—	+2

How to Obtain:

Characters

All characters

Special Abilities

—



Farewell Bracelet

Buy	Sell	DEF Bonus	APR Bonus
—	2,500	+10	+15

How to Obtain:

Characters

Maribel, Kiefer, Gabo, Melvin, Aira

Special Abilities

Invokes Farewell, making the wearer unable to attack



FlameChrm

Buy	Sell	ATK Bonus	APR Bonus
—	Cannot Sell	+25	+10

How to Obtain:

Characters

All characters

Special Abilities

Used as an item in battle to cast Blazemore



Garter

Buy	Sell	ATK Bonus	APR Bonus
3,300	1,650	+3	+15

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—

WEAPONS, ARMOR, ACCESSORIES, AND OTHER ITEMS AND EQUIPMENT



GlassShoe

Buy	Sell	Bonus	APR Bonus
—	400	—	+30

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



PinkPearl

Buy	Sell	Bonus	APR Bonus
1,500	750	—	+7

How to Obtain:

Characters

Maribel, Aira

Special Abilities

—



Goddess Ring

Buy	Sell	INT Bonus	APR Bonus
—	8,500	+33	+40

How to Obtain:

Characters

Maribel, Melvin, Aira

Special Abilities

Recovers a little bit of MP while walking



Sacrifice Bracelet

Buy	Sell	DEF Bonus	APR Bonus
—	5,000	+10	+7

How to Obtain:

Characters

All characters

Special Abilities

Invokes Sacrifice, making the wearer unable to fight



Golden Bracelet

Buy	Sell	DEF Bonus	APR Bonus
2,000	1,000	+5	+15

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

—



Scarf

Buy	Sell	ATK Bonus	APR Bonus
—	250	+5	+17

How to Obtain:

Characters

All characters

Special Abilities

—



Gospel Ring

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+50	+30

How to Obtain:

Characters

All Characters

Special Abilities

Keeps you from meeting any enemies while wearing



Slime Earrings

Buy	Sell	ATK Bonus	APR Bonus
850	425	+1	+8

How to Obtain:

Characters

All characters

Special Abilities

—



GuardRuby

Buy	Sell	DEF Bonus	APR Bonus
3,500	1,750	+10	+5

How to Obtain:

Characters

All Characters

Special Abilities

—



Spectacle

Buy	Sell	Bonus	APR Bonus
—	Cannot Sell	—	—

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

—



INTSpecs

Buy	Sell	INT Bonus	APR Bonus
—	850	+15	—

How to Obtain:

Characters

Hero, Maribel, Kiefer, Melvin, Aira

Special Abilities

—



Speed Ring

Buy	Sell	AGL Bonus	APR Bonus
3,100	1,550	+15	+15

How to Obtain:

Characters

All characters

Special Abilities

—



Life Ring

Buy	Sell	DEF Bonus	APR Bonus
—	1,200	+5	+8

How to Obtain:

Characters

All Characters

Special Abilities

Recovers a little bit of HP while walking



Star Ort

Buy	Sell	Bonus	APR Bonus
500	250	—	+10

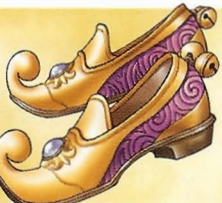
How to Obtain:

Characters

Maribel, Aira

Special Abilities

Used in battle to confuse an enemy



LuckShoes

Buy	Sell	Bonus	APR Bonus
—	50	—	+5

How to Obtain:

Characters

All Characters

Special Abilities

Gains experience points for you as you walk



Starry Bracelet

Buy	Sell	AGL Bonus	APR Bonus
—	Cannot Sell	x2	+5

How to Obtain:

Characters

All characters

Special Abilities

Doubles the wearer's AGL rating



MermMoon

Buy	Sell	Bonus	APR Bonus
—	Cannot Sell	—	+5

How to Obtain:

Characters

All Characters

Special Abilities

Used as an item in battle to cure Confusion



STR Ring

Buy	Sell	ATK Bonus	APR Bonus
—	1,250	+7	+3

How to Obtain:

Characters

All characters

Special Abilities

—



TerraChrm

Buy	Sell	DEF Bonus	APR Bonus
—	Cannot Sell	+20	+10

How to Obtain: ★

Characters

All characters

Special Abilities

Used as an item in battle to cast Quake



WindCharm

Buy	Sell	AGL Bonus	APR Bonus
—	Cannot Sell	+50	+15

How to Obtain: ★

Characters

All characters

Special Abilities

Used as an item in battle to cast Infermore



Tights

Buy	Sell	DEF Bonus	APR Bonus
2,200	1,100	+5	+10

How to Obtain: ★ ★ ★ ★

Characters

Maribel; Aira

Special Abilities

—



Wizard Ring

Buy	Sell	DEF Bonus	APR Bonus
3,000	1,500	+5	+3

How to Obtain: ★ ★ ★ ★

Characters

All characters

Special Abilities

Restores about 20MP when used as an item



Valiant Bracelet

Buy	Sell	ATK Bonus	APR Bonus
—	2,250	+15	+10

How to Obtain: ★ ★ ★ ★

Characters

Hero; Kiefer; Gabo; Melvin; Aira

Special Abilities

—



Items



AGLseed

Buy	How to Obtain:
—	Raises AGL stat 1–2 points
Sell	12

How to Obtain: ★ ★ ★ ★



BeefJerky

Buy	How to Obtain:
—	Bottomless bag of BeefJerky used to tame monsters.
Sell	Cannot Sell

How to Obtain: ★



Filet

Buy	How to Obtain:
—	In the hands of a trained Tamer, can lure any monster to the Monster Park
Sell	4,533

How to Obtain: ★



AmitDonut and AmitSnack

Buy	How to Obtain:
—	Recovers a little HP
Sell	Cannot Sell

How to Obtain: ★ ★ ★ ★



Blueprint

Buy	How to Obtain:
—	Needed to enlarge the Monster Park, with each having the plans for a different environment
Sell	Cannot Sell

How to Obtain: ★ ★ ★ ★



FishPaste

Buy	How to Obtain:
—	Kiefer's favorite thing to eat
Sell	Cannot Sell

How to Obtain: ★



Antidote

Buy	How to Obtain:
10	Cures Poison
Sell	5

How to Obtain: ★ ★ ★ ★



BugPowder

Buy	How to Obtain:
310	Used in battle to confuse the enemy
Sell	155

How to Obtain: ★ ★ ★ ★



Fish Sub

Buy	How to Obtain:
—	Fish sub made by Hero's mom, a favorite food of sailors
Sell	Cannot Sell

How to Obtain: ★



APR Award

Buy	How to Obtain:
—	Award given when you win the Style Rankings
Sell	Cannot Sell

How to Obtain: ★



DEFseed

Buy	How to Obtain:
—	Raises DEF stat 1–2 points
Sell	15

How to Obtain: ★ ★ ★ ★



GraceHerb

Buy	How to Obtain:
—	Raises APR by 1 point
Sell	25

How to Obtain: ★ ★ ★ ★



Dung

Buy	How to Obtain:
—	Smelly dung that can be used in battle
Sell	1

How to Obtain: ★ ★ ★ ★



Herb

Buy	How to Obtain:
8	Recovers between 30–40 HP
Sell	4

How to Obtain: ★ ★ ★ ★



Hero's Heart

Buy —
Sell 200

How to Obtain: ★

Special stone that holds the essence of the Hero Character Class; use at Dharma Temple to skip requirements needed to become a Hero



MysticNut

Buy —
Sell 20

How to Obtain: ★

Raises max MP 3–5 points



STR Award

Buy —
Sell Cannot Sell

How to Obtain: ★

Award given when you win the Power Rankings



ID Card

Buy —
Sell Cannot Sell

How to Obtain: ★

Used to gain entrance to special areas in Casino in Coastal City (in the present)



Potion

Buy 200
Sell 100

How to Obtain: ★

Restores 10–15 MP



STRseed

Buy —
Sell 15

How to Obtain: ★

Raises STR stat 1–2 points

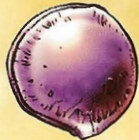


INT Award

Buy —
Sell Cannot Sell

How to Obtain: ★

Award given when you win the Intelligence Rankings



INTseed

Buy —
Sell 10

How to Obtain: ★

Raises INT stat 1–3 points

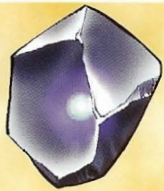
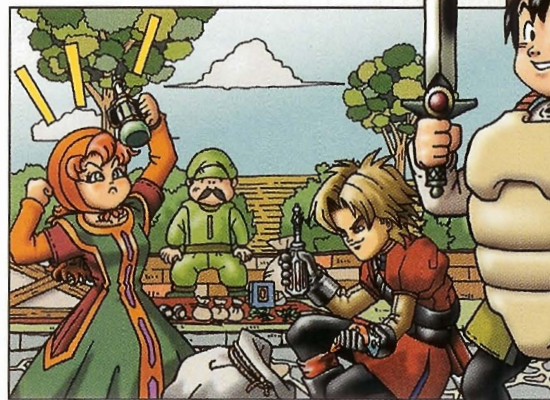


LifeAcorn

Buy —
Sell 17

How to Obtain: ★

Raises max HP 3–4 points



LifeRock

Buy 800
Sell 400

How to Obtain: ★

Protects the owner against Instant-Death spells



Repellent

Buy 20
Sell 10

How to Obtain: ★

Smell scares away weaker monsters



TimeSand

Buy —
Sell Cannot Sell

How to Obtain: ★

Used to restart a battle



Monster Book

Buy —
Sell Cannot Sell

How to Obtain: ★

Magic book that logs information about monsters you defeat



Rib

Buy 659
Sell 347

How to Obtain: ★

Succulent meat used to tame monsters (works well in the hands of a trained Tamer)



TinyMedal

Buy —
Sell Cannot Sell

How to Obtain: ★

Small golden medals you can trade for rare items at the Medal King's Castle



Monster Heart

Buy —
Sell 200

How to Obtain: ★

Stones that hold the essence of a monster; used at Dharma Temple to learn that monster's Character Class



SageRock

Buy —
Sell Cannot Sell

How to Obtain: ★

Restores about 50–60HP of all allies when used in battle



WarpWing

Buy 25
Sell 12

How to Obtain: ★

Similar to the Return spell: returns the party to previously visited town (only works in the present)



MoonHerb

Buy 30
Sell 15

How to Obtain: ★

Heals Paralysis



SpiderWeb

Buy 35
Sell 17

How to Obtain: ★

May lower the AGL of one group of enemies when used in battle





WondeRock

Buy — How to Obtain: ★
— Used to cast HealMore on a party member during battle
Sell — Cannot Sell



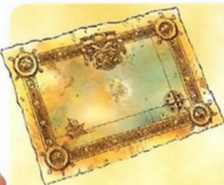
WorldDew

Buy — How to Obtain: ★
1,000 Completely heals all party members
Sell — Cannot Sell



WorldLeaf

Buy — How to Obtain: ★
— Resurrects a fallen ally
Sell — Cannot Sell



World Map

Buy — How to Obtain: ★
— Strange map that shows the state of the present world throughout the game
Sell — Cannot Sell



Bottle

Buy — How to Obtain: ★
— Empty bottle that was once filled with HolyWater; keep it—you never know when an empty bottle might come in handy
Sell — Cannot Sell



Clock Key

Buy — How to Obtain: ★
— Key needed to shut down Baloch's Clocktower in Litorud
Sell — Cannot Sell



FlameAqua

Buy — How to Obtain: ★
— Special water with the properties of Fire
Sell — Cannot Sell



Fossil

Buy — How to Obtain: ★
— Fossil of a mysterious beast known for its gleaming golden horn
Sell — Cannot Sell

Game-Related Items



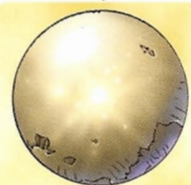
Ancient Scroll

Buy — How to Obtain: ★
— Documents belonging to the royal family of Estard
Sell — Cannot Sell



AngelTear

Buy — How to Obtain: ★
— Special potion used to cure towns of the effects of the Gray Rain
Sell — Cannot Sell



BlissRock

Buy — How to Obtain: ★
— Stone with the power to elevate people and objects
Sell — Cannot Sell



Dark Ruby

Buy — How to Obtain: ★
— Gem that symbolizes the power of the Demon Lord
Sell — Cannot Sell



DuneCharm

Buy — How to Obtain: ★
— Charm given to people adopted by Dune Village; used to get secret information from the people of Dune
Sell — Cannot Sell



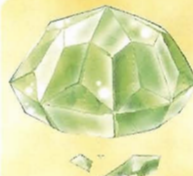
Elven Jar

Buy — How to Obtain: ★
— Simple jug belonging to the caretaker of the Sacred Tree
Sell — Cannot Sell



Glim Moss

Buy — How to Obtain: ★
— Luminous moss that sticks to feet and leaves a trail of glimmering footsteps
Sell — Cannot Sell



Green Orb

Buy — How to Obtain: ★
— Rare gem with special healing powers; found only in the Colorstone Mines
Sell — Cannot Sell



Halo Orb

Buy — How to Obtain: ★
— Mysterious orb that can teleport people back to the Lefa region
Sell — Cannot Sell



Final Key

Buy — How to Obtain: ★
— Key that opens all doors and locked chests
Sell — Cannot Sell



Heart Gem

Buy — How to Obtain: ★
— Heart-shaped gem that you can break in half to form the PierceGems
Sell — Cannot Sell

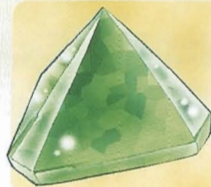


HolyDew

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Dew from the Sacred Tree that has mysterious healing properties

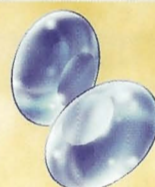


Nose Gem

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Gem reminiscent of the Terra Spirit's nose



Seer's Gem

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Two gems reminiscent of the Terra Spirit's eyes



HotStone

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Stone with special powers; said to be instrumental in awakening the Great Hero

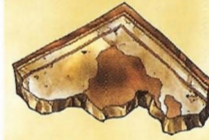


Official Letters

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Letters written by Kings, Queens, and other government and religious officials



Shard

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Shards of tablet that can open up Traveler's Gate to new worlds



LarMirror

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Legendary mirror that can see through disguises and reveal the enemy's true form



PilotFire

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Fire from Mt. Flame used to light sacred fires throughout the land



StarShard

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Star-shaped crystal used in magic potions



Letters

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Letters written by characters found throughout the land



RainbowDew

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Water from Rainbow Cove said to have the ability to disperse the darkest flames



TerraBell

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Legendary bell that belongs to the Deja tribe; used in the quest to revive God



Carpet

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Special carpet that flies you over simple plains and rivers



Rouge Gem

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Gem reminiscent of the Terra Spirit's mouth



TerraTula

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Legendary Tula that plays an integral role in the revival of God



Magic Key

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Key that can unlock magically locked doors and chests



Saint's Armor

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Ornamental equipment that belongs to statues of the Saints in a mysterious Ruins



Thief Key

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Special key that lets you open regularly locked doors and chests



MechParts

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Parts belonging to a very special mechanoid



Saint's Helm

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Ornamental equipment that belongs to statues of the Saints in a mysterious Ruins

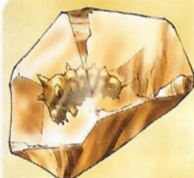


Torso and Legs of the Goddess Statue

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Pieces of a famous statue said to have the ability to ward away monsters



Memento

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Memento of a fallen friend



Saint's Shield

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Ornamental equipment that belongs to statues of the Saints in a mysterious Ruins



VivaGrape

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Glass of the famous wine of the Dejas



Mila Drug

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Pamela's secret medicine; rumored to be powerful enough to cure almost anything

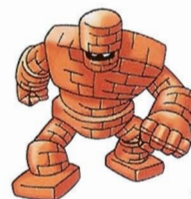


Saint's Sword

Buy —
Sell —
 Cannot Sell

How to Obtain: ★

Ornamental equipment that belongs to statues of the Saints in a mysterious Ruins



Bestiary

The monsters in *Dragon Warrior VII* are many and varied. How you defeat your foes depends on your current party, their weapons, skills, and spells. This section gives you the basic information you need to know to plan your strategies. The entries here list the following information:

- Book No.:** The number of the monster in the game's Monster Book
- Monster Stats:** HP, MP, ATK, DEF, and AGL
- Location:** Lists the locations the monster is most commonly found
- Gold:** The amount of Gold this monster drops when defeated
- Exp:** The number of experience points given when you defeat this enemy
- Item:** The item the monster leaves behind when defeated (can also be stolen by those with training in the Thief Character Class)
- Capture Rate:** The ease with which you can capture this monster for the Monster Park; the more asterisks, the easier it is to tame this monster
- Spells/Skills:** The spells, skills, and special attacks the monster knows in addition to its usual physical attack

Book No.	Slime	Experience	Capture Rate	Location
001		1	★★★★★	Rexwood, Colorstone Mine, Krage
		HP 7 MP 0 ATK 9	Gold 1G	
		DEF 8 AGL 3	Item Herb	Spells/Skills —

Book No.	Eggplaton	Experience	Capture Rate	Location
002		2	★★★	Rexwood, Colorstone Mine
		HP 8 MP 0 ATK 10	Gold 2G	
		DEF 9 AGL 5	Item Herb	Spells/Skills LureDance

Book No.	CentBeast	Experience	Capture Rate	Location
003		3	★★★	Rexwood, Colorstone Mine, East Tower
		HP 8 MP 0 ATK 12	Gold 3G	
		DEF 13 AGL 4	Item Herb	Spells/Skills —

Book No.	Lipsy	Experience	Capture Rate	Location
004		2	★★★★★	Colorstone Mine, East Tower
		HP 10 MP 0 ATK 11	Gold 4G	
		DEF 7 AGL 8	Item Herb	Spells/Skills —

Book No.	Earwinger	Experience	Capture Rate	Location
005		5	★★★	East Tower, Mt. Flame, Dialac
		HP 16 MP 0 ATK 16	Gold 5G	
		DEF 9 AGL 9	Item Herb	Spells/Skills —

Book No.	Babble	Experience	Capture Rate	Location
006		7	★★★	Mt. Flame, Mt. Ceide, Krage
		HP 24 MP 0 ATK 20	Gold 4G	
		DEF 12 AGL 6	Item Antidote	Spells/Skills Poison attack

Book No.	CactiBall	Experience	Capture Rate	Location
007		4	★★★★	Colorstone Mine, East Tower
		HP 14 MP 0 ATK 18	Gold 5G	
		DEF 14 AGL 10	Item Rosevine Whip	Spells/Skills —

Book No.	TongueRat	Experience	Capture Rate	Location
008		6	★★★★	Colorstone Mine, East Tower, Engow
		HP 20 MP 0 ATK 20	Gold 3G	
		DEF 13 AGL 7	Item Repellent	Spells/Skills LushLicks

Book No.	CatMage	Experience	Capture Rate	Location
009		8	★★	Colorstone Mine, East Tower, Engow
		HP 22 MP 4 ATK 19	Gold 7G	
		DEF 15 AGL 8	Item Stick	Spells/Skills Blaze

Book No.	Swordaroo	Experience	Capture Rate	Location
010		10	★★★	Engow, Mt. Flame, Orph
		HP 24 MP 0 ATK 25	Gold 6G	
		DEF 14 AGL 12	Item Copper Sword	Spells/Skills —


Book No.	Florajay	Experience	Capture Rate	Location
011		9	★★★	Engow, Mt. Flame, Mt. Ceide
		HP 20 MP 0 ATK 20	Gold 4G	
		DEF 9 AGL 13	Item Herb	Spells/Skills —

Book No.	Forester	Experience	Capture Rate	Location
012		11	★★	Engow, Mt. Flame, Dialac
		HP 28 MP 0 ATK 27	Gold 5G	
		DEF 16 AGL 10	Item Cloth	Spells/Skills SandStorm



Book No. 013	Thornmole	Experience 8	Capture Rate ★★	Location Mt. Flame, Dialac, Orph
	HP	MP	ATK	Gold
	25	0	30	7G
	DEF	AGL	Item	Spells/Skills
	25	8	Herb	—

Book No. 014	Imp	Experience 12	Capture Rate ★★	Location Mt. Flame, Orph, Mt. Ceide
	HP	MP	ATK	Gold
	30	4	33	6G
	DEF	AGL	Item	Spells/Skills
	20	16	Herb	Heal

Book No. 015	CancerMan	Experience 14	Capture Rate ★★★	Location Dialac, Orph, Mt. Ceide
	HP	MP	ATK	Gold
	27	0	35	6G
	DEF	AGL	Item	Spells/Skills
	31	12	Copper Sword	—

Book No. 016	Healer	Experience 15	Capture Rate ★★★	Location Orph, Mt. Ceide, Krage
	HP	MP	ATK	Gold
	30	12	27	8G
	DEF	AGL	Item	Spells/Skills
	23	16	MysticNut	Heal, Call for Help (Healer)

Book No. 017	SkyHunter	Experience 13	Capture Rate ★★	Location Mt. Ceide
	HP	MP	ATK	Gold
	40	0	32	9G
	DEF	AGL	Item	Spells/Skills
	25	18	Stick	—

Book No. 018	Crestpent	Experience 17	Capture Rate ★★	Location Mt. Ceide, Falrod, Lake Cave
	HP	MP	ATK	Gold
	28	3	37	7G
	DEF	AGL	Item	Spells/Skills
	20	24	Leather Hat	Sap

Book No. 019	Goopi	Experience 11	Capture Rate ★	Location Mt. Ceide, Falrod, Verdham
	HP	MP	ATK	Gold
	35	0	40	5G
	DEF	AGL	Item	Spells/Skills
	13	17	Repellent	Call for Help (Goopi)

Book No. 020	Venomworm	Experience 17	Capture Rate ★★	Location Mt. Ceide, Verdham
	HP	MP	ATK	Gold
	35	0	35	6G
	DEF	AGL	Item	Spells/Skills
	14	16	Antidote	PoisonGas, Poison attack

Book No. 021	RedSlime	Experience 10	Capture Rate ★★★	Location Falrod, Lake Cave, Krage
	HP	MP	ATK	Gold
	24	0	33	4G
	DEF	AGL	Item	Spells/Skills
	15	25	Herb	—

Book No. 022	Meranza	Experience 19	Capture Rate ★★★	Location Falrod, Verdham
	HP	MP	ATK	Gold
	40	0	28	8G
	DEF	AGL	Item	Spells/Skills
	25	21	Cloth	LureDance, Call for Help (Eggplaton)

Book No. 023	TailApe	Experience 18	Capture Rate ★★	Location Mt. Ceide, Falrod
	HP	MP	ATK	Gold
	46	0	36	9G
	DEF	AGL	Item	Spells/Skills
	25	23	Dung	—

Book No. 024	FairyRat	Experience 17	Capture Rate ★★★	Location Mt. Ceide, Falrod, MechSoldiers' Base
	HP	MP	ATK	Gold
	33	0	35	8G
	DEF	AGL	Item	Spells/Skills
	23	25	Herb	Sleep Attack

Book No. 025	Babygoyle	Experience 19	Capture Rate ★★★	Location Falrod, MechSoldiers' Base, Verdham
	HP	MP	ATK	Gold
	45	7	36	7G
	DEF	AGL	Item	Spells/Skills
	26	23	MysticNut	IceBolt

Book No. 026	Hork	Experience 18	Capture Rate ★★★	Location MechSoldiers' Base, Verdham, Marshy Cave
	HP	MP	ATK	Gold
	65	0	37	5G
	DEF	AGL	Item	Spells/Skills
	18	13	Antidote	Poison attack

Book No. 027	DarkDwarf	Experience 20	Capture Rate ★★★	Location Marshy Cave, Deja, Lake Cave
	HP	MP	ATK	Gold
	42	5	45	8G
	DEF	AGL	Item	Spells/Skills
	32	27	Herb	StopSpell

Book No. 028	Fuga	Experience 20	Capture Rate ★★	Location Marshy Cave, Deja
	HP	MP	ATK	Gold
	41	0	44	7G
	DEF	AGL	Item	Spells/Skills
	26	39	AGLseed	—

Book No. 029	DrakSlime	Experience 22	Capture Rate ★★★	Location Marshy Cave, Deja, Dharma
	HP 45 MP 0 ATK 45 DEF 45 AGL 33	Gold 9G Item Cloth	Spells/Skills FireAir	

Book No. 030	MudDoll	Experience 22	Capture Rate ★★★	Location Marshy Cave, Mountain Cave, Western Cave
	HP 50 MP 0 ATK 40 DEF 19 AGL 23	Gold 4G Item Cloth	Spells/Skills OddDance	

Book No. 031	MagJaguar	Experience 23	Capture Rate ★★	Location Dharma, Western Cave, Lake Cave
	HP 43 MP 15 ATK 38 DEF 51 AGL 41	Gold 12G Item Potion	Spells/Skills Blaze, Surround	

Book No. 032	Hunter	Experience 21	Capture Rate ★★	Location Deja, Lake Cave, Dune
	HP 48 MP 0 ATK 54 DEF 40 AGL 33	Gold 10G Item Club	Spells/Skills —	

Book No. 033	Smoocher	Experience 22	Capture Rate ★★★	Location Lake Cave, Dharma, Prison Cave
	HP 52 MP 0 ATK 40 DEF 30 AGL 27	Gold 8G Item Herb	Spells/Skills SleepAir	

Book No. 034	ZombieEye	Experience 20	Capture Rate ★★★	Location Mountain Cave, Western Cave, Prison Cave
	HP 45 MP 0 ATK 45 DEF 18 AGL 18	Gold 6G Item Graceherb	Spells/Skills LushLicks	

Book No. 035	SlimeNite	Experience 25	Capture Rate ★★★	Location Dharma, Western Cave, Dune
	HP 70 MP 100 ATK 53 DEF 55 AGL 38	Gold 15G Item Copper Sword	Spells/Skills Heal	

Book No. 036	Armorpion	Experience 24	Capture Rate ★★	Location Western Cave, Prison Cave
	HP 49 MP 0 ATK 50 DEF 70 AGL 19	Gold 9G Item DEFseed	Spells/Skills Brutal Hit	

Book No. 037	Cannibox	Experience 65	Capture Rate ★★★★	Location Treasure chests in dungeons
	HP 110 MP 30 ATK 65 DEF 50 AGL 40	Gold 100G Item STRseed	Spells/Skills SleepAir, Firebal, Brutal Hit	

Book No. 038	Babbleoon	Experience 23	Capture Rate ★★	Location Prison Cave, Passageway to Dharma Temple, Dune
	HP 61 MP 15 ATK 52 DEF 30 AGL 28	Gold 10G Item Cloth	Spells/Skills Infernos	

Book No. 039	Pummeler	Experience 25	Capture Rate ★	Location Prison Cave, Passageway to Dharma Temple, Dharma
	HP 55 MP 0 ATK 60 DEF 65 AGL 45	Gold 16G Item Bone Knife	Spells/Skills Crushing attack	

Book No. 040	PigDemon	Experience 24	Capture Rate ★★★	Location Western Cave, Prison Cave, Passageway to Dharma Temple
	HP 66 MP 7 ATK 55 DEF 49 AGL 35	Gold 13G Item Leather Armor	Spells/Skills FrigidAir, Guard, Defense	

Book No. 041	Mantipion	Experience 23	Capture Rate ★★	Location Western Cave, Passageway to Dharma Temple
	HP 49 MP 0 ATK 59 DEF 50 AGL 40	Gold 11G Item Bronze Knife	Spells/Skills —	

Book No. 042	BeakRat	Experience 22	Capture Rate ★★	Location Dharma, Passageway to Dharma Temple, Dune
	HP 52 MP 0 ATK 50 DEF 48 AGL 37	Gold 9G Item Leather Hat	Spells/Skills SickLick, Call for Help (BeakRat)	

Book No. 043	HornRush	Experience 27	Capture Rate ★★★	Location Dharma, Dune, Evil Statue
	HP 70 MP 0 ATK 65 DEF 59 AGL 35	Gold 12G Item Stone Claw	Spells/Skills Knockdown, ChargeUp	

Book No. 044	Wyvern	Experience 29	Capture Rate ★★★	Location Prison Cave, Dharma, Dune
	HP 61 MP 0 ATK 73 DEF 69 AGL 40	Gold 18G Item WarpWing	Spells/Skills FireAir	

BESTIARY

Book No. 045 **VenomBird** Experience **26** Capture Rate **★★** Location **Dune, Dune Palace**



HP	MP	ATK	Gold
50	4	50	86
DEF	AGL	Item	
48	55	Antidote	

Spells/Skills Upper, Poison attack

Book No. 046 **ApeBat** Experience **28** Capture Rate **★★★★** Location **Dune, Evil Statue, Krage**



HP	MP	ATK	Gold
62	0	63	146
DEF	AGL	Item	
52	42	Dung	

Spells/Skills QuadHits

Book No. 047 **FoggyPot** Experience **30** Capture Rate **★** Location **Dune, Evil Statue, Loomin Well Cave**



HP	MP	ATK	Gold
68	5	59	206
DEF	AGL	Item	
78	63	MysticNut	

Spells/Skills Sandstorm, Sleep


Book No. 048 **NailMan** Experience **31** Capture Rate **★★** Location **Dune Castle, Evil Statue, Time Pocket Cave**



HP	MP	ATK	Gold
69	0	70	156
DEF	AGL	Item	
58	60	Dagger	

Spells/Skills —

Book No. 049 **FloatTree** Experience **30** Capture Rate **★** Location **Krage, Sacred Tree Roots, Hamelia**



HP	MP	ATK	Gold
85	6	58	186
DEF	AGL	Item	
55	43	LifeAcorn	

Spells/Skills PanicAll

Book No. 050 **HangedApe** Experience **28** Capture Rate **★★** Location **Krage, Time Pocket Cave, Hamelia**



HP	MP	ATK	Gold
78	0	62	206
DEF	AGL	Item	
67	78	Club	

Spells/Skills CragThrow

Book No. 051 **TrickBag** Experience **50** Capture Rate **★★★** Location **Evil Statue, Lefa, Lefa Springs**



HP	MP	ATK	Gold
70	10	58	506
DEF	AGL	Item	
75	65	Cloth	

Spells/Skills Blaze, OddDance, Call for Help (FloatTree)

Book No. 052 **WarTiger** Experience **32** Capture Rate **★★** Location **Evil Statue, Krage, Litorud**



HP	MP	ATK	Gold
84	20	75	266
DEF	AGL	Item	
65	65	BunnyTail	

Spells/Skills FireAir, Heal


Book No. 053 **Needlon** Experience **30** Capture Rate **★★** Location **Litorud, Time Pocket Cave, Hamelia**



HP	MP	ATK	Gold
67	0	55	186
DEF	AGL	Item	
49	75	Poison Needle	

Spells/Skills Berserker, LureDance

Book No. 054 **BoltRat** Experience **31** Capture Rate **★★** Location **Sacred Tree Roots, Litorud, Time Pocket Cave**



HP	MP	ATK	Gold
73	0	61	206
DEF	AGL	Item	
50	88	Horned Hat	

Spells/Skills Flash

Book No. 055 **Metal** Experience **1,000** Capture Rate **★** Location **Sacred Tree Roots, Litorud, Krage**



HP	MP	ATK	Gold
4	20	55	656
DEF	AGL	Item	
512	255	DEFseed	

Spells/Skills Blaze

Book No. 056 **EvilPot** Experience **120** Capture Rate **★★** Location **Sacred Tree Roots, Lurking in Clay Vases**



HP	MP	ATK	Gold
100	35	63	1806
DEF	AGL	Item	
90	88	Pot Lid	

Spells/Skills Sleep, IceBolt, Firebal


Book No. 057 **Horseman** Experience **33** Capture Rate **★★** Location **Sacred Tree Roots, Litorud, Hamelia**



HP	MP	ATK	Gold
92	0	69	266
DEF	AGL	Item	
59	59	Boxer Shorts	

Spells/Skills Ramming

Book No. 058 **SmileRock** Experience **34** Capture Rate **★** Location **Time Pocket Cave, Baloch's Tower, Hamelia**



HP	MP	ATK	Gold
100	0	66	186
DEF	AGL	Item	
90	47	LifeRock	

Spells/Skills ChargeUp

Book No. 059 **WellLure** Experience **150** Capture Rate **★★★★** Location **Hamelia, Underwater City**



HP	MP	ATK	Gold
120	0	75	1006
DEF	AGL	Item	
70	65	STRseed	

Spells/Skills CragThrow, WarCry, Flash

Book No. 060 **Eggeron** Experience **30** Capture Rate **★★** Location **Baloch's Tower, Mountain Tower**



HP	MP	ATK	Gold
150	0	60	286
DEF	AGL	Item	
90	78	Repellent	

Spells/Skills Crushing attack, Eggeron hatches into random monsters

Book No. 061	EvlMantis	Experience 33	Capture Rate ★★★	Location Baloch Tower, Hamelia, Avon Tunnel
	HP 64 MP 0 ATK 74 DEF 70 AGL 85	Gold 17G Item MoonHerb	Spells/Skills —	

Book No. 062	MuddyMan	Experience 35	Capture Rate ★★	Location Hamelia, Avon Tunnel, Mountain Tower
	HP 130 MP 20 ATK 68 DEF 40 AGL 40	Gold 15G Item Dung	Spells/Skills Increase	

Book No. 063	Enchanter	Experience 40	Capture Rate ★★	Location Avon Tunnel, Mountain Tower
	HP 85 MP 30 ATK 60 DEF 64 AGL 68	Gold 12G Item Potion	Spells/Skills Firebal, StopSpell, Heal	

Book No. 064	RockGolem	Experience 45	Capture Rate ★★★★★	Location Avon Tunnel, Mountain Tower
	HP 115 MP 0 ATK 85 DEF 84 AGL 56	Gold 35G Item LifeRock	Spells/Skills ChargeUp, Brutal Hit	

Book No. 065	IronTurt	Experience 36	Capture Rate ★★★	Location Mountain Tower
	HP 85 MP 0 ATK 72 DEF 120 AGL 58	Gold 15G Item DEFseed	Spells/Skills StrongD, Scapegoat, Ramming	

Book No. 066	Dumbira	Experience 42	Capture Rate ★★★	Location Avon Tunnel, Mountain Tower, Tallest Tower
	HP 99 MP 7 ATK 80 DEF 75 AGL 65	Gold 22G Item Copper Sword	Spells/Skills TwinHits, Ramming	

Book No. 067	Chargon	Experience 38	Capture Rate ★★	Location Mountain Tower, Tallest Tower, Lefa
	HP 105 MP 0 ATK 78 DEF 61 AGL 80	Gold 15G Item AGLseed	Spells/Skills KnockDown, FrigidAir	

Book No. 068	SkyFrog	Experience 35	Capture Rate ★★★	Location Tallest Tower
	HP 72 MP 0 ATK 69 DEF 52 AGL 58	Gold 14G Item Traveler Clothes	Spells/Skills LushLicks, Call for Help (SkyFrog)	

Book No. 069	ColumnMan	Experience 41	Capture Rate ★★	Location Tallest Tower
	HP 85 MP 10 ATK 70 DEF 65 AGL 65	Gold 31G Item Leather Armor	Spells/Skills Blaze, OddDance	

Book No. 070	SheepBird	Experience 40	Capture Rate ★★	Location Tallest Tower, Probina, Waterfall Cave
	HP 77 MP 0 ATK 75 DEF 46 AGL 58	Gold 23G Item AGLseed	Spells/Skills —	

Book No. 071	Bugbear	Experience 42	Capture Rate ★★	Location Tallest Tower, Probina
	HP 80 MP 15 ATK 72 DEF 59 AGL 69	Gold 18G Item INTseed	Spells/Skills Bang, Heal	

Book No. 072	PutreMan	Experience 43	Capture Rate ★★★★★	Location Tallest Tower, Probina
	HP 102 MP 0 ATK 81 DEF 40 AGL 50	Gold 11G Item Chain Mail	Spells/Skills Paralysis attack	

Book No. 073	Banegaroo	Experience 40	Capture Rate ★★	Location Probina, Mountain Gateway
	HP 89 MP 7 ATK 75 DEF 70 AGL 80	Gold 25G Item Herb	Spells/Skills Sap, FalconCut	

Book No. 074	PinkOrc	Experience 45	Capture Rate ★★★	Location Probina
	HP 85 MP 6 ATK 70 DEF 63 AGL 61	Gold 31G Item PinkPearl	Spells/Skills Surround, FrigidAir	

Book No. 075	Armorgon	Experience 46	Capture Rate ★★	Location Probina, Mountain Gateway, Tower of Darkness
	HP 90 MP 0 ATK 69 DEF 80 AGL 58	Gold 20G Item Boomerang	Spells/Skills BlazeAir, Call for Help (IronTurt)	

Book No. 076	EvilBook	Experience 58	Capture Rate ★★	Location Mountain Gateway, bookshelves everywhere
	HP 64 MP 6 ATK 80 DEF 55 AGL 61	Gold 40G Item LifeAcorn	Spells/Skills Beat, RobMagic, Bang	

Book No. 077 **Stalker** Experience **42** Capture Rate ★

Location
Mountain Gateway, Loomin

HP 80 **MP** 0 **ATK** 75 **DEF** 62 **AGL** 48

Gold 10G

Item
Lamp Toss

Spells/Skills
Iron Axe

Book No. 078 **Dragon** Experience **50** Capture Rate ★★

Location
Mountain Gateway, Tower of Darkness

HP 160 **MP** 0 **ATK** 89 **DEF** 70 **AGL** 67

Gold 32G

Item
IceAir, Call for Help (Healer)

Spells/Skills
Iron Shield

Book No. 079 **ShadeNite** Experience **47** Capture Rate ★★

Location
Mountain Gateway, Loomin Well Cave

HP 62 **MP** 0 **ATK** 75 **DEF** 98 **AGL** 88

Gold 22G

Item
Copper Sword

Spells/Skills

Book No. 080 **Thunderat** Experience **45** Capture Rate ★★★

Location
Loomin, Waterfall Cave

HP 66 **MP** 0 **ATK** 70 **DEF** 65 **AGL** 69

Gold 21G

Item
Horned Hat

Spells/Skills
Lighting

Book No. 081 **Curer** Experience **40** Capture Rate ★★★★★

Location
Tower of Darkness

HP 68 **MP** 50 **ATK** 60 **DEF** 50 **AGL** 47

Gold 23G

Item
Herb

Spells/Skills
HealAll, Call for Help (Curer)

Book No. 082 **Broadaxer** Experience **43** Capture Rate ★★

Location
Loomin, Tower of Darkness

HP 76 **MP** 0 **ATK** 80 **DEF** 67 **AGL** 71

Gold 25G

Item
Iron Axe

Spells/Skills
JockDance, Brutal Hit

Book No. 083 **RhinoKing** Experience **49** Capture Rate ★★★

Location
Loomin, Tower of Darkness

HP 76 **MP** 0 **ATK** 85 **DEF** 80 **AGL** 61

Gold 42G

Item
Stone Claw

Spells/Skills
Ramming, ChargeUp

Book No. 084 **LizrdBird** Experience **47** Capture Rate ★★

Location
Tower of Darkness, Loomin Well Cave, Waterfall Cave

HP 90 **MP** 0 **ATK** 79 **DEF** 58 **AGL** 72

Gold 23G

Item
Leather Hat

Spells/Skills
PaniDance

Book No. 085 **BabyDevil** Experience **48** Capture Rate ★★

Location
Tower of Darkness, Loomin Well Cave, Mardra

HP 95 **MP** 15 **ATK** 82 **DEF** 69 **AGL** 80

Gold 34G

Item
Pot Lid

Spells/Skills
Firebane

Book No. 086 **KingSlime** Experience **120** Capture Rate ★★

Location
Loomin Well Cave

HP 140 **MP** 35 **ATK** 95 **DEF** 82 **AGL** 65

Gold 77G

Item
LifeAcom

Spells/Skills
HealUs

Book No. 087 **DragonMan** Experience **50** Capture Rate ★★★

Location
Loomin Well Cave, Mardra

HP 77 **MP** 0 **ATK** 92 **DEF** 72 **AGL** 78

Gold 32G

Item
Iron Spear

Spells/Skills
Call for Help (DragonMan)

Book No. 088 **KilStar** Experience **51** Capture Rate ★★

Location
Waterfall Cave

HP 110 **MP** 8 **ATK** 91 **DEF** 115 **AGL** 90

Gold 47G

Item
Silver Breastplate

Spells/Skills
Bounce, Crushing attack

Book No. 089 **DarkThief** Experience **40** Capture Rate ★

Location
Waterfall Cave, Dark Cloud Maze

HP 130 **MP** 0 **ATK** 79 **DEF** 78 **AGL** 65

Gold 18G

Item
Cloth

Spells/Skills
Thief attack

Book No. 090 **Red Sting** Experience **53** Capture Rate ★★

Location
Mardra, Waterfall Cave, Lefa Shrine

HP 98 **MP** 0 **ATK** 85 **DEF** 95 **AGL** 80

Gold 23G

Item
Iron Helm

Spells/Skills
Brutal Hit

Book No. 091 **VenomHork** Experience **45** Capture Rate ★

Location
Waterfall Cave, Dark Cloud Maze

HP 120 **MP** 0 **ATK** 80 **DEF** 48 **AGL** 45

Gold 10G

Item
Antidote

Spells/Skills
PoisonGas, Poison attack, Paralysis attack

Book No. 092 **MetlRider** Experience **230** Capture Rate ★★

Location
Mardra

HP 104 **MP** 12 **ATK** 87 **DEF** 135 **AGL** 110

Gold 40G

Item
Copper Sword

Spells/Skills
Heal, Brutal attack

Book No.	ClawBeast	Experience	Capture Rate	Location
093		57	★★	Dark Cloud Maze, Labres
	HP	MP	ATK	Gold
	112	0	92	18G
	DEF	AGL	Item	
	70	77	Iron Claw	
	Spells/Skills			
	IceAir			

Book No.	TreeGuard	Experience	Capture Rate	Location
094		55	★★	Lefa
	HP	MP	ATK	Gold
	109	0	84	32G
	DEF	AGL	Item	
	72	65	Bronze Armor	
	Spells/Skills			
	Confusion attack			

Book No.	Vulgarian	Experience	Capture Rate	Location
095		59	★★★	Lefa
	HP	MP	ATK	Gold
	110	0	86	35G
	DEF	AGL	Item	
	65	59	Boxer Shorts	
	Spells/Skills			
	Flash			

Book No.	WonderEgg	Experience	Capture Rate	Location
096		62	★	Lefa, Lefa Shrine
	HP	MP	ATK	Gold
	180	20	80	28G
	DEF	AGL	Item	
	100	83	MysticNut	
	Spells/Skills			
	Upper, Ironize, Crushing attack, hatches into random monsters			

Book No.	JunkMech	Experience	Capture Rate	Location
097		60	★★	Lefa
	HP	MP	ATK	Gold
	135	0	83	25G
	DEF	AGL	Item	
	69	69	Iron Axe	
	Spells/Skills			
	Brutal Hit			

Book No.	SlimeWing	Experience	Capture Rate	Location
098		64	★	Lefa, Dark Cloud Maze
	HP	MP	ATK	Gold
	150	0	79	50G
	DEF	AGL	Item	
	78	75	Slime Clothes	
	Spells/Skills			
	BlazeAir			

Book No.	MagWyvern	Experience	Capture Rate	Location
099		65	★★★	Lefa, Labres
	HP	MP	ATK	Gold
	95	15	87	51G
	DEF	AGL	Item	
	77	77	WarpWing	
	Spells/Skills			
	BlazeAir			

Book No.	Quixotron	Experience	Capture Rate	Location
100		61	★★	Lefa
	HP	MP	ATK	Gold
	97	0	90	48G
	DEF	AGL	Item	
	62	63	Iron Armor	
	Spells/Skills			
	Ramming, ChargeUp			

Book No.	Boarenger	Experience	Capture Rate	Location
101		58	★★	Dark Cloud Maze, Labres
	HP	MP	ATK	Gold
	200	0	88	39G
	DEF	AGL	Item	
	71	60	Club	
	Spells/Skills			
	SandStorm, ChargeUp			

Book No.	SnowBat	Experience	Capture Rate	Location
102		66	★★	Lefa Fane, Mardra
	HP	MP	ATK	Gold
	120	8	92	31G
	DEF	AGL	Item	
	88	70	Leather Dress	
	Spells/Skills			
	IceBolt, SnowStorm			

Book No.	EvilArmor	Experience	Capture Rate	Location
103		68	★★	Lefa Fane, Coastal, Great Lighthouse
	HP	MP	ATK	Gold
	110	0	100	52G
	DEF	AGL	Item	
	97	67	Iron Armor	
	Spells/Skills			
	BackFlip, ChargeUp			

Book No.	MageLipsy	Experience	Capture Rate	Location
104		60	★★★	Labres, Mt. Tor
	HP	MP	ATK	Gold
	108	0	85	20G
	DEF	AGL	Item	
	65	89	GraceHerb	
	Spells/Skills			
	LushLicks, SleepAir			

Book No.	Devilite	Experience	Capture Rate	Location
105		70	★★★	Labres, Mt. Tor
	HP	MP	ATK	Gold
	122	9	90	48G
	DEF	AGL	Item	
	75	71	Turban	
	Spells/Skills			
	StopSpell, Bang			

Book No.	Berserker	Experience	Capture Rate	Location
106		72	★★	Mt. Tor
	HP	MP	ATK	Gold
	140	0	105	32G
	DEF	AGL	Item	
	72	74	Sickle	
	Spells/Skills			
	Massacre			

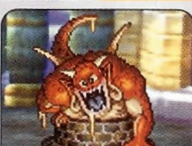
Book No.	TigerMage	Experience	Capture Rate	Location
107		78	★★	Mt. Tor
	HP	MP	ATK	Gold
	170	20	95	28G
	DEF	AGL	Item	
	88	89	Fur Cape	
	Spells/Skills			
	Surround, PanicAll, Firebane			

Book No.	Pigady	Experience	Capture Rate	Location
108		75	★★	Mt. Tor
	HP	MP	ATK	Gold
	190	0	110	61G
	DEF	AGL	Item	
	70	65	Shell Armor	
	Spells/Skills			
	IceAir			

Book No. 109	DumbiKing	Experience 74	Capture Rate ★★★	Location Mt. Tor
	HP	MP	ATK	Gold 62G Item Leather Kilt Spells/Skills TwinHits, HealMore, Ramming
	160	12	95	
	DEF	AGL		
	84	75		

Book No. 110	Gron	Experience 71	Capture Rate ★	Location Labres, Mt. Tor
	HP	MP	ATK	Gold 25G Item Hairband Spells/Skills Defense, SickLick, Poison attack
	140	6	99	
	DEF	AGL		
	40	55		

Book No. 111	PuppetMan	Experience 65	Capture Rate ★★	Location Labres, Mt. Tor, Great Lighthouse
	HP	MP	ATK	Gold 32G Item Wooden Hat Spells/Skills RobDance, SideStep, Increase
	130	8	90	
	DEF	AGL		
	88	73		

Book No. 112	EvilWell	Experience 250	Capture Rate ★★★	Location Great Lighthouse
	HP	MP	ATK	Gold 67G Item Noble Armor Spells/Skills WarCry, CragThrow, SleepAll, Blazemore, HealMore
	210	20	120	
	DEF	AGL		
	75	61		

Book No. 113	WingTiger	Experience 80	Capture Rate ★★	Location Mt. Tor, Great Lighthouse
	HP	MP	ATK	Gold 40G Item Leather Kilt Spells/Skills Bounce, Infermore, Paralysis attack
	185	12	110	
	DEF	AGL		
	68	82		

Book No. 114	Ogreling	Experience 82	Capture Rate ★★	Location Coastal, Halfings' Cave, Great Lighthouse
	HP	MP	ATK	Gold 50G Item Sickle Spells/Skills Brutal Hit
	180	0	115	
	DEF	AGL		
	80	75		


Book No. 115	Clawser	Experience 81	Capture Rate ★★★	Location Coastal, Great Lighthouse
	HP	MP	ATK	Gold 45G Item Shears Spells/Skills ParryPass, Call for Help (Clawser)
	140	0	105	
	DEF	AGL		
	115	65		

Book No. 116	Poucher	Experience 79	Capture Rate ★★	Location Halfings' Cave, Great Lighthouse
	HP	MP	ATK	Gold 35G Item Silver Breastplate Spells/Skills LifeDance, HealMore
	130	8	95	
	DEF	AGL		
	62	79		

Book No. 117	ButchMan	Experience 83	Capture Rate ★★	Location Halfings' Cave, Great Lighthouse
	HP	MP	ATK	Gold 57G Item Iron Axe Spells/Skills Flash, IceBolt
	150	5	100	
	DEF	AGL		
	78	81		

Book No. 118	WoodyEye	Experience 84	Capture Rate ★	Location Coastal, Halfings' Cave, Great Lighthouse
	HP	MP	ATK	Gold 45G Item MysticNut Spells/Skills SleepAll
	160	10	105	
	DEF	AGL		
	65	53		

Book No. 119	WolfDevil	Experience 86	Capture Rate ★★	Location Great Lighthouse
	HP	MP	ATK	Gold 60G Item Dagger Spells/Skills TwinHits, QuadHits
	140	8	117	
	DEF	AGL		
	85	95		

Book No. 120	JewelBag	Experience 90	Capture Rate ★	Location Halfings' Cave, Great Lighthouse
	HP	MP	ATK	Gold 350G Item PinkPearl Spells/Skills Beat, LureDance, Call for Help (Healer)
	200	10	99	
	DEF	AGL		
	80	105		

Book No. 121	HellClown	Experience 88	Capture Rate ★	Location Great Lighthouse
	HP	MP	ATK	Gold 66G Item Silk Hat Spells/Skills Blazemore
	180	10	108	
	DEF	AGL		
	77	92		

Book No. 122	Tyranodon	Experience 90	Capture Rate ★★	Location Halfings' Cave, Great Lighthouse, Excavated Cave
	HP	MP	ATK	Gold 80G Item AGLseed Spells/Skills IceAir, Ramming
	230	0	125	
	DEF	AGL		
	90	105		

Book No. 123	Metabble	Experience 10,500	Capture Rate ★★	Location Halfings' Cave, Great Lighthouse
	HP	MP	ATK	Gold 20G Item LUCKShoes Spells/Skills Firebal
	6	50	90	
	DEF	AGL		
	999	255		

Book No. 124	Moosedon	Experience 92	Capture Rate ★★★★	Location Excavated Cave
	HP	MP	ATK	Gold 70G Item Fur Hat Spells/Skills ChargeUp, Brutal Hit
	280	0	118	
	DEF	AGL		
	100	86		

Book No. 125	EvilViper	Experience 94	Capture Rate ★	Location Excavated Cave, Demon Lord's Lair
	HP 120 MP 0 ATK 110 DEF 80 AGL 68	Gold 65G Item Bug Knife	Spells/Skills PoisonGas, Paralysis attack	

Book No. 126	JellyMan	Experience 105	Capture Rate ★★	Location Excavated Cave
	HP 330 MP 10 ATK 99 DEF 60 AGL 70	Gold 100G Item Tray	Spells/Skills Guard, Transform	

Book No. 127	Bombcrag	Experience 80	Capture Rate ★★★	Location Excavated Cave
	HP 200 MP 20 ATK 105 DEF 120 AGL 55	Gold 50G Item LifeRock	Spells/Skills Sacrifice	


Book No. 128	FlameToad	Experience 85	Capture Rate ★★	Location Demon Lord's Lair
	HP 155 MP 0 ATK 95 DEF 87 AGL 67	Gold 42G Item Turban	Spells/Skills BlazeAir	

Book No. 129	ProtoMech	Experience 95	Capture Rate ★★★★★	Location Demon Lord's Lair
	HP 190 MP 0 ATK 89 DEF 85 AGL 58	Gold 58G Item Battle Axe	Spells/Skills Brutal Hit	


Book No. 130	EvilClown	Experience 110	Capture Rate ★	Location Demon Lord's Lair
	HP 185 MP 200 ATK 103 DEF 92 AGL 72	Gold 110G Item Bolt Staff	Spells/Skills Vivify, Firebane, Blazemore	

Book No. 131	FireCloud	Experience 100	Capture Rate ★★	Location Demon Lord's Lair
	HP 155 MP 25 ATK 99 DEF 72 AGL 83	Gold 52G Item Kitten Shield	Spells/Skills Bang, Sleep	

Book No. 132	Mimic	Experience 210	Capture Rate ★★★	Location Treasure chests in many dungeons
	HP 250 MP 15 ATK 135 DEF 100 AGL 90	Gold 130G Item STRseed	Spells/Skills Beat, OddDance, SleepAir	

Book No. 133	OrcDevil	Experience 88	Capture Rate ★	Location Demon Lord's Lair
	HP 210 MP 0 ATK 119 DEF 90 AGL 65	Gold 66G Item Iron Armor	Spells/Skills SandStorm, ChargeUp	

Book No. 134	SheepDuck	Experience 90	Capture Rate ★★	Location Demon Lord's Lair
	HP 180 MP 0 ATK 108 DEF 62 AGL 82	Gold 77G Item AGLseed	Spells/Skills Back Kick	

Book No. 135	CurseLamp	Experience 87	Capture Rate ★★★	Location Demon Lord's Lair
	HP 210 MP 8 ATK 140 DEF 107 AGL 100	Gold 120G Item INTseed	Spells/Skills StopSpell, Call for Help (CurseLamp)	

Book No. 136	Plesiodon	Experience 115	Capture Rate ★★	Location Unknown
	HP 200 MP 80 ATK 126 DEF 93 AGL 70	Gold 80G Item Leather Whip	Spells/Skills Defense, BlazeAir, IceAir	

Book No. 137	CureSlime	Experience 120	Capture Rate ★★★	Location Demon Lord's Lair
	HP 230 MP 200 ATK 110 DEF 77 AGL 48	Gold 85G Item WorldDew	Spells/Skills HealAll, HealUsAll, Ramming	

Book No. 138	Goldman	Experience 80	Capture Rate ★	Location Unknown
	HP 255 MP 0 ATK 130 DEF 120 AGL 54	Gold 650G Item Gold Bracelet	Spells/Skills ChargeUp, Brutal Hit	

Book No. 139	Pigmon	Experience 108	Capture Rate ★★	Location Unknown
	HP 205 MP 0 ATK 103 DEF 90 AGL 68	Gold 58G Item Leather Kilt	Spells/Skills IceAir, PalsyAir	

Book No. 140	BoltWorm	Experience 96	Capture Rate ★★	Location Unknown
	HP 180 MP 0 ATK 107 DEF 71 AGL 74	Gold 37G Item Shell Armor	Spells/Skills PoisonFog, SpiderWeb	

Book No. 141	MadPot	Experience 250	Capture Rate ★★★	Location
	HP 250	MP 30	ATK 125	In vases, in many dungeons, and so on
DEF 99	AGL 91	Item DEFSeed	Spells/Skills Sleep, Infermore	

Book No. 142	HellGuard	Experience 110	Capture Rate ★	Location
	HP 190	MP 0	ATK 112	Unknown
DEF 87	AGL 70	Item Fur Hat	Spells/Skills Guard, Lamp Toss	

Book No. 143	Magmaron	Experience 125	Capture Rate ★★	Location
	HP 250	MP 20	ATK 118	Unknown
DEF 65	AGL 43	Item DEFSeed	Spells/Skills Boom, Call for Help (Magmaron)	

Book No. 144	MagImp	Experience 120	Capture Rate ★★	Location
	HP 210	MP 35	ATK 105	Unknown
DEF 70	AGL 53	Item Pot Lid	Spells/Skills SnowStorm, HealMore	


Book No. 145	MagicPost	Experience 123	Capture Rate ★	Location
	HP 190	MP 16	ATK 116	Great Lighthouse
DEF 87	AGL 69	Item Dance Armor	Spells/Skills Increase, OddDance	

Book No. 146	Panther	Experience 128	Capture Rate ★★★	Location
	HP 210	MP 21	ATK 127	Great Lighthouse
DEF 92	AGL 85	Item Steel Sword	Spells/Skills Surround	

Book No. 147	LizardMan	Experience 128	Capture Rate ★★★	Location
	HP 190	MP 18	ATK 125	Great Lighthouse
DEF 98	AGL 97	Item Steel Sword	Spells/Skills TwinHits, Defense	

Book No. 148	WoeBottle	Experience 135	Capture Rate ★★	Location
	HP 245	MP 16	ATK 120	Halflings' Cave
DEF 120	AGL 80	Item INTSeed	Spells/Skills INTSeed	

Book No. 149	BabyCloud	Experience 105	Capture Rate ★★	Location
	HP 188	MP 26	ATK 103	Great Lighthouse
DEF 85	AGL 94	Item Leather Hat	Spells/Skills Sleep, Infermore	

Book No. 150	CloudKing	Experience 170	Capture Rate ★	Location
	HP 310	MP 30	ATK 150	Great Lighthouse
DEF 109	AGL 75	Item Noble Robe	Spells/Skills MagicWall, Call for Help (Baby Cloud)	

Book No. 151	WhiteFuga	Experience 125	Capture Rate ★★	Location
	HP 230	MP 0	ATK 121	Halflings' Cave
DEF 82	AGL 99	Item Pirate Clothes	Spells/Skills Lightning, PaniDance	

Book No. 152	Dark Armor	Experience 130	Capture Rate ★★	Location
	HP 200	MP 20	ATK 132	Great Lighthouse
DEF 130	AGL 78	Item Steel Armor	Spells/Skills StopSpell, BackFlip	

Book No. 153	AnkHorn	Experience 140	Capture Rate ★★★	Location
	HP 285	MP 35	ATK 135	Great Lighthouse
DEF 100	AGL 70	Item LifeAcorn	Spells/Skills HealUs, Flash, BlazeAir	

Book No. 154	Evil Statue	Experience 138	Capture Rate ★★★	Location
	HP 225	MP 21	ATK 125	Great Lighthouse
DEF 94	AGL 87	Item Dagger	Spells/Skills Upper, IceAir, JockDance	

Book No. 155	GoldSlime	Experience 350	Capture Rate ★	Location
	HP 350	MP 18	ATK 122	Unknown
DEF 120	AGL 85	Item Life Ring	Spells/Skills HealMore, Smash attack	

Book No. 156	Hellbane	Experience 141	Capture Rate ★★	Location
	HP 330	MP 0	ATK 130	Unknown
DEF 91	AGL 93	Item AGLSeed	Spells/Skills BlazeAir, Ramming	

Book No. 157	CosmoBog	Experience 147	Capture Rate ★	Location
	HP 310	MP 30	ATK 128	Unknown
DEF 100	AGL 105	Item Glam Coat	Gold 107G	Spells/Skills Blazemore, Flash

Book No. 158	SkulBlade	Experience 138	Capture Rate ★★	Location
	HP 180	MP 0	ATK 133	Unknown
DEF 79	AGL 98	Item STR Ring	Gold 62G	Spells/Skills SwordDanc

Book No. 159	Rosevine	Experience 160	Capture Rate ★★★	Location
	HP 380	MP 5	ATK 132	Unknown
DEF 85	AGL 81	Item Sleep Staff	Gold 101G	Spells/Skills Sleep, PalsyAir, PoisonFog

Book No. 160	BoneRider	Experience 155	Capture Rate ★★	Location
	HP 280	MP 30	ATK 129	Unknown
DEF 79	AGL 77	Item Iron Spear	Gold 93G	Spells/Skills SnowStorm, IceAir, Call for Help (Healer)

Book No. 161	WingDraco	Experience 158	Capture Rate ★	Location
	HP 315	MP 20	ATK 135	Unknown
DEF 84	AGL 88	Item Dragon Whip	Gold 98G	Spells/Skills Magicback, BlazeAir

Book No. 162	IronKid	Experience 142	Capture Rate ★★	Location
	HP 220	MP 0	ATK 122	Unknown
DEF 105	AGL 94	Item Tray	Gold 82G	Spells/Skills FrigidAir, Call for Help (IronKid)

Book No. 163	MadBook	Experience 163	Capture Rate ★★★	Location
	HP 262	MP 33	ATK 140	Bookshelves throughout the world
DEF 91	AGL 95	Item INTSeed	Gold 43G	Spells/Skills Beat, SleepAll, IceAir, BlazeAir, Confusion attack

Book No. 164	MadFalcon	Experience 170	Capture Rate ★★	Location
	HP 310	MP 30	ATK 145	Unknown
DEF 99	AGL 105	Item STRSeed	Gold 100G	Spells/Skills PanicAll, BlazeAll

Book No. 165	SkyDevil	Experience 175	Capture Rate ★★★	Location
	HP 320	MP 30	ATK 148	Unknown
DEF 102	AGL 100	Item STRSeed	Gold 105G	Spells/Skills Blazemore, BackFlip

Book No. 166	ShieldOgr	Experience 180	Capture Rate ★★	Location
	HP 250	MP 0	ATK 139	Unknown
DEF 150	AGL 64	Item Ice Shield	Gold 120G	Spells/Skills StrongD, IceAir, Guardian

Book No. 167	Zombier	Experience 163	Capture Rate ★★	Location
	HP 350	MP 20	ATK 125	Unknown
DEF 75	AGL 70	Item Battle Axe	Gold 72G	Spells/Skills Defense, Poison attack, Paralysis attack, Sleep attack

Book No. 168	DemonToad	Experience 160	Capture Rate ★	Location
	HP 220	MP 0	ATK 130	Unknown
DEF 85	AGL 72	Item Slime Earrings	Gold 90G	Spells/Skills SandStorm, PoisonGas, Call for Help (DemonToad)

Book No. 169	Gragoopi	Experience 141	Capture Rate ★	Location
	HP 185	MP 50	ATK 125	Unknown
DEF 60	AGL 112	Item Farewell Bracelet	Gold 50G	Spells/Skills IceBolt, Call for Help (Gragoopi or WellGhost)

Book No. 170	GoldKid	Experience 155	Capture Rate ★★	Location
	HP 215	MP 0	ATK 135	Unknown
DEF 105	AGL 105	Item Golden Bracelet	Gold 210G	Spells/Skills BlazeAir


Book No. 171	BoltDevil	Experience 180	Capture Rate ★★★★★	Location
	HP 259	MP 0	ATK 142	Unknown
DEF 100	AGL 91	Item Bolt Staff	Gold 95G	Spells/Skills Lightning, Flash

Book No. 172	Slempperor	Experience 410	Capture Rate ★★	Location
	HP 310	MP 16	ATK 155	Unknown
DEF 125	AGL 85	Item Goddess Ring	Gold 300G	Spells/Skills MagicBack, Vivify, Bend attack

Book No. 173	RedGrunt	Experience 175	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 95G
	345	50	150	
	DEF	AGL	Item	
	108	94	Lune Staff	
Spells/Skills Boom, Infermore, Blazemore, Flash				

Book No. 174	WreckMan	Experience 180	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 80G
	325	0	160	
	DEF	AGL	Item	
	85	85	Leather Kilt	
Spells/Skills Brutal Hit				

Book No. 175	General	Experience 188	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 108G
	335	35	158	
	DEF	AGL	Item	
	112	97	Glam Coat	
Spells/Skills StopSpell, Firebane, Meditate, Brutal Hit				

Book No. 176	LampGenie	Experience 200	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 117G
	350	0	170	
	DEF	AGL	Item	
	105	88	Noble Robe	
Spells/Skills FairWind, Windbeast				


Book No. 177	WarBoar	Experience 173	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 104G
	292	0	148	
	DEF	AGL	Item	
	97	81	Leather Kilt	
Spells/Skills SandStorm, BlazeAir, ChargeUp				


Book No. 178	Andreal	Experience 190	Capture Rate ★★★	Location Unknown
	HP	MP	ATK	Gold 119G
	358	0	165	
	DEF	AGL	Item	
	102	84	Copper Sword	
Spells/Skills Scorching, BlazeAir, IceAir, Call for Help (Healer)				

Book No. 179	ClayNite	Experience 182	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 120G
	330	50	158	
	DEF	AGL	Item	
	120	89	Copper Sword	
Spells/Skills Defense, TwinHits, VacuSlash				

Book No. 180	Zombie	Experience 173	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 93G
	338	0	148	
	DEF	AGL	Item	
	68	59	LifeAcorn	
Spells/Skills PoisonGas, PoisonFog, Call for Help (Zombie)				


Book No. 181	NumbSlime	Experience 160	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 58G
	240	0	130	
	DEF	AGL	Item	
	70	76	SeaShell Hat	
Spells/Skills PalsyAir, Paralysis attack, Call for Help (NumbSlime)				

Book No. 182	DeadNoble	Experience 205	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 72G
	365	37	162	
	DEF	AGL	Item	
	120	97	Noble Robe	
Spells/Skills SnowStorm, IceAir				

Book No. 183	Gerion	Experience 210	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 102G
	352	27	165	
	DEF	AGL	Item	
	110	102	Monster Claw	
Spells/Skills Infermore, Brutal Hit				

Book No. 184	Cerabus	Experience 218	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 111G
	274	0	163	
	DEF	AGL	Item	
	120	110	Monster Claw	
Spells/Skills Multi-Bites				

Book No. 185	Hulkagon	Experience 220	Capture Rate ★★★	Location Unknown
	HP	MP	ATK	Gold 150G
	390	0	185	
	DEF	AGL	Item	
	130	97	Dragon Shield	
Spells/Skills Scorching, Quake				

Book No. 186	Moai	Experience 230	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 140G
	350	0	190	
	DEF	AGL	Item	
	160	80	LifeRock	
Spells/Skills RockThrow, Flash, Pulverize				

Book No. 187	Demranger	Experience 235	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 132G
	310	50	182	
	DEF	AGL	Item	
	120	99	Lune Staff	
Spells/Skills SnowStorm, StopSpell				

Book No. 188	MetalKing	Experience 33,000	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 100G
	20	60	169	
	DEF	AGL	Item	
	999	255	LUCKShoes	
Spells/Skills Infermore, Ramming				

Book No. 189	GigaMute	Experience 240	Capture Rate ★★	Location Unknown
	HP 400	MP 0	ATK 205	Gold 125G
DEF 110	AGL 92	Item Steel Claw	Spells/Skills IceAir	

Book No. 190	HornBeast	Experience 242	Capture Rate ★★	Location Unknown
	HP 355	MP 50	ATK 185	Gold 150G
DEF 135	AGL 95	Item STR Ring	Spells/Skills Blazemore, Zap, ChargeUp, Brutal Hit	

Book No. 191	Savagemon	Experience 250	Capture Rate ★	Location Unknown
	HP 375	MP 70	ATK 188	Gold 142G
DEF 120	AGL 105	Item STRseed	Spells/Skills SleepAll, Boom	

Book No. 192	Panickle	Experience 180	Capture Rate ★★★	Location Unknown
	HP 280	MP 15	ATK 160	Gold 70G
DEF 82	AGL 110	Item MoonHerb	Spells/Skills PanicAll, Confusion attack	

Book No. 193	MageArmor	Experience 215	Capture Rate ★★	Location Unknown
	HP 315	MP 20	ATK 175	Gold 138G
DEF 200	AGL 95	Item Magic Armor	Spells/Skills MagicBack, BackFlip, FireSlash, EvilSlash	

Book No. 194	GnuDevil	Experience 233	Capture Rate ★★★	Location Unknown
	HP 360	MP 50	ATK 180	Gold 121G
DEF 135	AGL 83	Item Ice Sword	Spells/Skills Infermore, Boom	

Book No. 195	GuardDog	Experience 195	Capture Rate ★★★	Location Unknown
	HP 300	MP 0	ATK 175	Gold 95G
DEF 130	AGL 123	Item Steel Claw	Spells/Skills Multi-Bites	

Book No. 196	Dragoner	Experience 227	Capture Rate ★★	Location Unknown
	HP 420	MP 0	ATK 190	Gold 103G
DEF 140	AGL 88	Item Needle	Spells/Skills BlazeAir, Quake	

Book No. 197	WellGhost	Experience 510	Capture Rate ★★★★	Location Unknown
	HP 450	MP 33	ATK 205	Gold 162G
DEF 111	AGL 97	Item Expel Shield	Spells/Skills Surround, CragThrow, WarCry, ChargeUp	

Book No. 198	EvilBeast	Experience 222	Capture Rate ★★	Location Unknown
	HP 313	MP 0	ATK 172	Gold 122G
DEF 135	AGL 99	Item Power Claw	Spells/Skills IceAir, Flash, K.O.Dance	

Book No. 199	WoePriest	Experience 257	Capture Rate ★	Location Unknown
	HP 380	MP 90	ATK 172	Gold 148G
DEF 147	AGL 99	Item Lave Staff	Spells/Skills Blizzard, TwinHits, Infermore, Lightning	

Book No. 200	Disguiser	Experience 268	Capture Rate ★★	Location Unknown
	HP 315	MP 100	ATK 181	Gold 92G
DEF 150	AGL 105	Item Destruct Sword	Spells/Skills Transform, Brutal Hit	

Book No. 201	Drakorpse	Experience 280	Capture Rate ★★	Location Unknown
	HP 456	MP 0	ATK 193	Gold 73G
DEF 92	AGL 63	Item LifeAcorn	Spells/Skills IceAir, IceStorm	

Book No. 202	Revirock	Experience 262	Capture Rate ★★★	Location Unknown
	HP 411	MP 50	ATK 182	Gold 107G
DEF 130	AGL 78	Item Sacrific Bracelet	Spells/Skills Farewell, ChargeUp	

Book No. 203	RainHawk	Experience 300	Capture Rate ★★	Location Unknown
	HP 456	MP 120	ATK 200	Gold 155G
DEF 150	AGL 95	Item Lune Fan	Spells/Skills Firebolt, Scorching	

Book No. 204	Swordbane	Experience 266	Capture Rate ★★★★★	Location Unknown
	HP 283	MP 0	ATK 210	Gold 133G
DEF 160	AGL 107	Item 2Edged Sword	Spells/Skills SwordDance	

Book No. 205	EvlVulgar	Experience 248	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 124G
	325	50	179	
	DEF	AGL	Item	Defense, Lightning, Ramming
	117	92	Party Dress	

Book No. 206	Runger	Experience 297	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 160G
	380	20	200	
	DEF	AGL	Item	Barrier, Bounce, BackFlip
	160	125	Dragon Claw	

Book No. 207	StelDemon	Experience 290	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 155G
	300	30	230	
	DEF	AGL	Item	Upper, BlazeAir, DeMagic, Brutal Hit
	150	92	STRseed	

Book No. 208	HellGiant	Experience 300	Capture Rate ★★★★★	Location Unknown
	HP	MP	ATK	Gold 175G
	410	70	210	
	DEF	AGL	Item	Blazemore, Explodet, Scorching, EerieLife
	145	100	Judge Staff	

Book No. 209	OgreKing	Experience 270	Capture Rate ★★★★★	Location Unknown
	HP	MP	ATK	Gold 200G
	360	0	195	
	DEF	AGL	Item	StrongD, IceAir, Strange Gaze
	135	115	Ogre Shield	

Book No. 210	Behemoth	Experience 295	Capture Rate ★★	Location Unknown
	HP	MP	ATK	Gold 110G
	385	50	185	
	DEF	AGL	Item	HealUs, IceAir
	120	122	Beast Claw	

Book No. 211	DeathGron	Experience 230	Capture Rate ★★★	Location Unknown
	HP	MP	ATK	Gold 70G
	280	42	182	
	DEF	AGL	Item	Beat, Chance, SickLick
	130	78	LifeAcorn	

Book No. 212	Niterich	Experience 400	Capture Rate ★	Location Unknown
	HP	MP	ATK	Gold 140G
	420	0	220	
	DEF	AGL	Item	Blizzard, Vivify, IceStorm, ChargeUp, Brutal Hit
	200	92	Destruct Shield	

Book No. 213	PodHero	Experience 25	Capture Rate ★★★	Location Dharma, Western Cave, Prison Cave
	HP	MP	ATK	Gold 25G
	45	13	38	
	DEF	AGL	Item	Upper, Thoradain
	30	20	Herb	

Book No. 214	PodMage	Experience 23	Capture Rate ★★★	Location Dharma, Western Cave, Prison Cave
	HP	MP	ATK	Gold 18G
	32	19	22	
	DEF	AGL	Item	Blaze, IceBolt, Sap, Explodet
	27	23	SpiderWeb	

Book No. 215	PodFightr	Experience 24	Capture Rate ★★★	Location Dharma, Western Cave, Prison Cave
	HP	MP	ATK	Gold 9G
	50	0	43	
	DEF	AGL	Item	Antidote
	35	17		

Book No. 216	PodPriest	Experience 22	Capture Rate ★★★	Location Dharma, Western Cave, Prison Cave
	HP	MP	ATK	Gold 12G
	37	19	30	
	DEF	AGL	Item	Heal, HealUsAll
	33	19	Repellent	

Book No. 217	FooHero	Experience 72	Capture Rate ★★	Location Coastal, Halfings' Cave, Wind Tower
	HP	MP	ATK	Gold 50G
	150	19	75	
	DEF	AGL	Item	Heal, Infernos, UltraHit
	60	38	WorldDew	

Book No. 218	FooMage	Experience 68	Capture Rate ★★	Location Coastal, Halfings' Cave, Wind Tower
	HP	MP	ATK	Gold 48G
	120	22	55	
	DEF	AGL	Item	Firebal, Bang, Defense, DefeatMax
	40	45	Potion	

Book No. 219	FoFightr	Experience 70	Capture Rate ★★★★★	Location Coastal, Halfings' Cave, Wind Tower
	HP	MP	ATK	Gold 22G
	180	0	85	
	DEF	AGL	Item	STRseed
	65	30		

Book No. 220	FooPriest	Experience 75	Capture Rate ★★	Location Halfings' Cave
	HP	MP	ATK	Gold 33G
	140	19	68	
	DEF	AGL	Item	HealMore, HealUsAll
	50	41	WorldLeaf	

Book No.	HornSnail	Experience	Capture Rate	Location
221		12	★★	Sea
	HP	MP	ATK	Gold 8G
	32	4	20	
	DEF	AGL	Item	
	21	8	Herb	IceBolt, Guard, Ramming
Spells/Skills				

Book No.	Babydrak	Experience	Capture Rate	Location
222		62	★★	Mountain Gateway, Tower of Darkness
	HP	MP	ATK	Gold 32G
	85	0	71	
	DEF	AGL	Item	
	48	27	Herb	FrigidAir, BlazeAir
Spells/Skills				

Book No.	Flamzard	Experience	Capture Rate	Location
223		30	★★	Labres, Mt. Tor
	HP	MP	ATK	Gold 20G
	49	20	40	
	DEF	AGL	Item	
	32	20	Herb	Blaze, BlazeAir
Spells/Skills				

Book No.	DragonKid	Experience	Capture Rate	Location
224		124	★★★	Loomin
	HP	MP	ATK	Gold 73G
	140	0	101	
	DEF	AGL	Item	
	65	35	Kitten Shield	BlazeAir, IceAir
Spells/Skills				

Book No.	GigaDraco	Experience	Capture Rate	Location
225		330	★	Unknown
	HP	MP	ATK	Gold 130G
	520	50	220	
	DEF	AGL	Item	
	130	82	Demon Armor	Infermost, WhiteFire, Scorching, Quake
Spells/Skills				

Book No.	Necrobal	Experience	Capture Rate	Location
226		310	★	Unknown
	HP	MP	ATK	Gold 142G
	440	65	203	
	DEF	AGL	Item	
	135	102	Sorrow Shield	TwinHits, Zap, Brutal Hit
Spells/Skills				

Book No.	Bludbeast	Experience	Capture Rate	Location
227		360	★★	Unknown
	HP	MP	ATK	Gold 82G
	560	36	227	
	DEF	AGL	Item	
	130	77	Beast Claw	MagicWall
Spells/Skills				

Book No.	DruinLord	Experience	Capture Rate	Location
228		410	★	Unknown
	HP	MP	ATK	Gold 150G
	450	100	215	
	DEF	AGL	Item	
	141	110	Bless Staff	Revive, Explodet, DeMagic, Scorching, WhiteFire
Spells/Skills				

Book No.	SlimeLv8	Experience	Capture Rate	Location
229		150	★★	Unknown
	HP	MP	ATK	Gold 50G
	120	100	58	
	DEF	AGL	Item	
	35	30	Herb	Slime Unite (King Slime), Call for Help (SlimeLv8)
Spells/Skills				

Book No.	MetalyS	Experience	Capture Rate	Location
230		1050	★★★★★	Unknown
	HP	MP	ATK	Gold 120G
	8	100	70	
	DEF	AGL	Item	
	500	255	Herb	Firebal, Slime Unite (MetalKing), Call for Help (MetalyS)
Spells/Skills				

Book No.	Barbarian	Experience	Capture Rate	Location
231		280	★★★	Unknown
	HP	MP	ATK	Gold 92G
	370	0	200	
	DEF	AGL	Item	
	121	99	Demon Axe	Hustle, Brutal Hit
Spells/Skills				

Book No.	HelKaiser	Experience	Capture Rate	Location
232		340	★★	Unknown
	HP	MP	ATK	Gold 118G
	520	50	220	
	DEF	AGL	Item	
	123	120	SnowSword	Explodet, EerieLite, IceStorm
Spells/Skills				

Book No.	Darksanta	Experience	Capture Rate	Location
233		200	★★★★★	Unknown
	HP	MP	ATK	Gold 125G
	350	0	190	
	DEF	AGL	Item	
	90	107	Dark Clothes	Thief attack, Throw Anything attack
Spells/Skills				

Book No.	Gigagoner	Experience	Capture Rate	Location
234		450	★	Unknown
	HP	MP	ATK	Gold 165G
	580	0	225	
	DEF	AGL	Item	
	115	92	STRseed	WhiteFire, Quake
Spells/Skills				

Book No.	SatanMail	Experience	Capture Rate	Location
235		420	★★★★★	Unknown
	HP	MP	ATK	Gold 140G
	420	0	238	
	DEF	AGL	Item	
	170	118	Platinum Mail	BackFlip, DrakSlash, VacuSlash, FireSlash, Brutal Hit
Spells/Skills				

Book No.	BudooLamp	Experience	Capture Rate	Location
236		380	★★	Unknown
	HP	MP	ATK	Gold 210G
	530	0	190	
	DEF	AGL	Item	
	165	135	INTseed	TwinHits, Retaliate, Call for Help (Budoo)
Spells/Skills				

Book No. 237 **Budoo** Experience **510** Capture Rate ★ Location Unknown



HP	MP	ATK
630	100	240
DEF	AGL	Item
132	108	Angel Leotard

Gold **310G**

Spells/Skills Infermost, FairWind, Windbeast, Smash attack

Book No. 238 **Baskervil** Experience **385** Capture Rate ★ Location Unknown



HP	MP	ATK
420	0	225
DEF	AGL	Item
123	125	Devil Claw

Gold **132G**

Spells/Skills Multi-Bites

Book No. 239 **DrakMetal** Experience **2,500** Capture Rate ★★ Location Unknown



HP	MP	ATK
100	100	77
DEF	AGL	Item
410	255	Platinum Helm

Gold **50G**

Spells/Skills HealUs, BlazeAir, IceAir

Book No. 240 **Makainite** Experience **360** Capture Rate ★★ Location Unknown




HP	MP	ATK
480	50	230
DEF	AGL	Item
128	110	Massacre Sword

Gold **123G**

Spells/Skills Defense, Call for Help (Makainite)

Book No. 241 **PomPomBom** Experience **285** Capture Rate ★ Location Unknown



HP	MP	ATK
390	30	190
DEF	AGL	Item
110	103	INTSpecs

Gold **135G**

Spells/Skills MagicWall, PaniDance, LifeDance

Book No. 242 **Golemuga** Experience **345** Capture Rate ★★ Location Unknown



HP	MP	ATK
580	0	300
DEF	AGL	Item
125	72	Valiant Bracelet

Gold **175G**

Spells/Skills ChargeUp, Brutal Hit

Book No. 243 **DorasBox** Experience **630** Capture Rate ★★★ Location Unknown



HP	MP	ATK
900	10	240
DEF	AGL	Item
200	131	Light Robe

Gold **280G**

Spells/Skills Defeat, RobMagic, SleepAir, Brutal Hit

Book No. 244 **Putrbeast** Experience **420** Capture Rate ★★ Location Unknown



HP	MP	ATK
650	0	260
DEF	AGL	Item
30	45	Rib

Gold **50G**

Spells/Skills WhiteFire, Scorching

Book No. 245 **Blaster** Experience **418** Capture Rate ★★★★★ Location Unknown



HP	MP	ATK
530	0	267
DEF	AGL	Item
92	102	Blade Armor

Gold **87G**

Spells/Skills MetalCut, BoltSlash, SwordDance

Book No. 246 **Devilash** Experience **515** Capture Rate ★★★★★ Location Unknown



HP	MP	ATK
580	90	256
DEF	AGL	Item
110	95	Sacred Armor

Gold **190G**

Spells/Skills Revive, Increase, Meditate, Brutal Hit

Book No. 247 **Lithohead** Experience **650** Capture Rate ★ Location Unknown



HP	MP	ATK
700	0	270
DEF	AGL	Item
170	100	Demon Hammer

Gold **90G**

Spells/Skills RockThrow, EerieLite, Smash attack

Book No. 248 **PlatKing** Experience **65,000** Capture Rate ★ Location Unknown



HP	MP	ATK
200	100	210
DEF	AGL	Item
800	255	Joy Hat

Gold **700G**

Spells/Skills Surround

Book No. 249 **MadPlant** Experience **900** Capture Rate ★★ Location Unknown



HP	MP	ATK
610	50	280
DEF	AGL	Item
110	88	Pure Bustier

Gold **210G**

Spells/Skills SleepAll, PoisonFog, PalsyAir

Book No. 250 **DemoKing** Experience **1,050** Capture Rate ★ Location Unknown



HP	MP	ATK
720	80	290
DEF	AGL	Item
135	92	Magic Hat

Gold **180G**

Spells/Skills Firebolt, Energy Ball

Book No. 251 **Deathgon** Experience **750** Capture Rate ★ Location Unknown



HP	MP	ATK
700	70	300
DEF	AGL	Item
90	110	Beast Claw

Gold **162G**

Spells/Skills Chance, Defeat

Book No. 252 **Esterk** Experience **990** Capture Rate ★★★★★ Location Unknown



HP	MP	ATK
750	90	410
DEF	AGL	Item
142	117	Berserkr Helm

Gold **142G**

Spells/Skills Explodet, EerieFog, DeMagic, IceStorm, Brutal Hit

Book No.	Experience	Capture Rate	Location
253	1,250	★★★★	Unknown
HellHawk			
	HP	MP	ATK
	870	30	330
	DEF	AGL	Item
	155	123	Platinum Helm
			Spells/Skills
			PanicAll, WhiteFire, HellFlame

Book No.	Experience	Capture Rate	Location
254	1,420	★★	Unknown
NiteKing			
	HP	MP	ATK
	800	100	310
	DEF	AGL	Item
	140	95	Massacre Sword
			Spells/Skills
			Blazemost, HealAll, IceStorm, ChargeUp, Brutal Hit

Book No.	Experience	Capture Rate	Location
255	1,300	★	Unknown
DarkMage			
	HP	MP	ATK
	690	90	290
	DEF	AGL	Item
	146	115	Echo Hat
			Spells/Skills
			Revive, Infermost, DefeatMax, DeMagic, Brutal Hit

Book No.	Experience	Capture Rate	Location
256	1,500	★★	Unknown
DragonWoo			
	HP	MP	ATK
	900	0	380
	DEF	AGL	Item
	150	93	Demon Hammer
			Spells/Skills
			WhiteFire, Vacuum, Quake

Book No.	Experience	Capture Rate	Location
257	8	★★★★	Sea
RushFish			
	HP	MP	ATK
	18	4	22
	DEF	AGL	Item
	14	15	Herb
			Spells/Skills
			Sap, Ramming

Book No.	Experience	Capture Rate	Location
258	9	★★	Sea
Starfish			
	HP	MP	ATK
	20	4	19
	DEF	AGL	Item
	15	10	SeaShell Hat
			Spells/Skills
			Blaze, OddDance

Book No.	Experience	Capture Rate	Location
259	10	★★	Sea
SeaLipsy			
	HP	MP	ATK
	30	0	17
	DEF	AGL	Item
	8	8	Antidote
			Spells/Skills
			LushLicks, FrigidAir

Book No.	Experience	Capture Rate	Location
260	73	★★★	Sea, Underwater City, Coral Lake Cave
DeathCrab			
	HP	MP	ATK
	90	0	65
	DEF	AGL	Item
	40	35	Bronze Knife
			Spells/Skills
			Call for Help (DeathCrab or IronTurt)

Book No.	Experience	Capture Rate	Location
261	60	★★	Sea, Underwater City, Coral Lake Cave
PutreFish			
	HP	MP	ATK
	85	0	70
	DEF	AGL	Item
	20	35	Bone Knife
			Spells/Skills
			BackFlip

Book No.	Experience	Capture Rate	Location
262	72	★★★★	Underwater City, Coral Lake Cave
Seahorser			
	HP	MP	ATK
	78	20	80
	DEF	AGL	Item
	40	80	Iron Spear
			Spells/Skills
			Heal, FrigidAir

Book No.	Experience	Capture Rate	Location
263	65	★★★	Coral Lake Cave
Piranhan			
	HP	MP	ATK
	90	16	85
	DEF	AGL	Item
	58	62	Bronze Knife
			Spells/Skills
			Bang, Ramming

Book No.	Experience	Capture Rate	Location
264	70	★★★	Underwater City, Coastal
Confupeng			
	HP	MP	ATK
	105	4	75
	DEF	AGL	Item
	50	58	Leather Hat
			Spells/Skills
			PanicAll, Call for Help (Confupeng)

Book No.	Experience	Capture Rate	Location
265	73	★★	Underwater City, Coral Lake Cave
Parasnail			
	HP	MP	ATK
	80	12	65
	DEF	AGL	Item
	63	52	SeaShell Hat
			Spells/Skills
			StopSpell, Guard, Ramming, Paralysis attack

Book No.	Experience	Capture Rate	Location
266	81	★★	Underwater City, Coral Lake Cave
MultiEyes			
	HP	MP	ATK
	140	30	79
	DEF	AGL	Item
	25	45	PinkPearl
			Spells/Skills
			Defense, Strange Gaze

Book No.	Experience	Capture Rate	Location
267	77	★★	Underwater City, Coral Lake Cave
EvlAnchor			
	HP	MP	ATK
	90	10	85
	DEF	AGL	Item
	95	71	INTseed
			Spells/Skills
			SnowStorm, Crushing attack

Book No.	Experience	Capture Rate	Location
268	90	★	Underwater City, Coral Lake Cave
EvlTurtle			
	HP	MP	ATK
	85	0	90
	DEF	AGL	Item
	88	85	Viking Helm
			Spells/Skills
			BackFlip

Book No. 269 **Guartle** **Experience 133** **Capture Rate ★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
180	15	125	72G
DEF	AGL	Item	
120	77	DEFseed	

Spells/Skills
Bounce, Scapegoat, Guard, Guardian

Book No. 270 **Squidgore** **Experience 120** **Capture Rate ★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
200	30	130	65G
DEF	AGL	Item	
90	83	MysticNut	

Spells/Skills
Blazemore, BlazeAir, OddDance, Hustle

Book No. 271 **MageStar** **Experience 115** **Capture Rate ★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
240	50	135	80G
DEF	AGL	Item	
95	120	Wizard Ring	

Spells/Skills
HealUs, PaniDance

Book No. 272 **BoneFish** **Experience 122** **Capture Rate ★★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
220	0	140	52G
DEF	AGL	Item	
80	73	Bone Knife	

Spells/Skills
BackFlip, Brutal Hit

Book No. 273 **SeaDragon** **Experience 173** **Capture Rate ★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
260	50	150	105G
DEF	AGL	Item	
83	83	2Edged Sword	

Spells/Skills
HealMore, Scorching, PalsyAir

Book No. 274 **CragDevil** **Experience 130** **Capture Rate ★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
230	16	135	92G
DEF	AGL	Item	
103	92	Wind Hat	

Spells/Skills
Infermore, Call for Help (CragDevil)

Book No. 275 **EvilDiver** **Experience 105** **Capture Rate ★** **Location**
Underwater City

HP	MP	ATK	Gold
250	30	105	93G
DEF	AGL	Item	
92	72	Angel Leotard	

Spells/Skills
SnowStorm, IceAir

Book No. 276 **DarkSnail** **Experience 125** **Capture Rate ★★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
190	8	133	83G
DEF	AGL	Item	
180	62	Wizard Staff	

Spells/Skills
StopSpell, Guard, Ramming

Book No. 277 **Shelgator** **Experience 145** **Capture Rate ★★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
170	0	165	77G
DEF	AGL	Item	
140	106	AGLseed	

Spells/Skills
Tsunami

Book No. 278 **Wormspec** **Experience 156** **Capture Rate ★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
230	10	145	68G
DEF	AGL	Item	
95	63	Magic Hat	

Spells/Skills
TwinHits, Strange Gaze

Book No. 279 **Octogon** **Experience 180** **Capture Rate ★★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
350	0	170	98G
DEF	AGL	Item	
102	75	LifeAcorn	

Spells/Skills
Hustle, EerieFog, Smash attack

Book No. 280 **FrogKing** **Experience 210** **Capture Rate ★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
400	38	190	110G
DEF	AGL	Item	
93	88	INTSpecs	

Spells/Skills
Firebolt, Whirlpool, IceAir

Book No. 281 **GreatMerm** **Experience 240** **Capture Rate ★** **Location**
Sea (Disc 2)

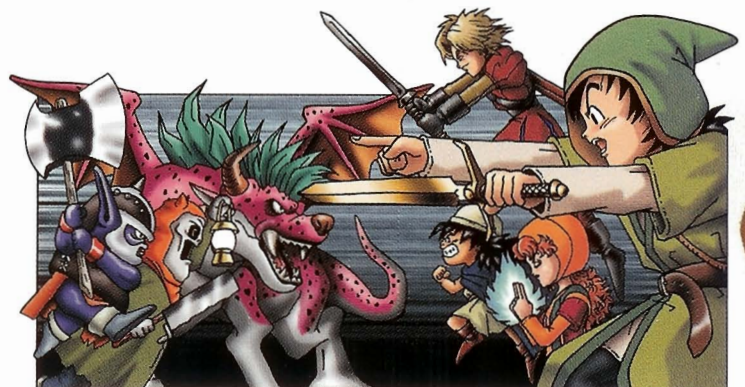
HP	MP	ATK	Gold
450	0	240	150G
DEF	AGL	Item	
92	90	Life Ring	

Spells/Skills
Blizzard, PoisonFog, Ice Air

Book No. 282 **Varanus** **Experience 240** **Capture Rate ★★★★★** **Location**
Sea (Disc 2)

HP	MP	ATK	Gold
450	0	240	150G
DEF	AGL	Item	
92	90	STRseed	

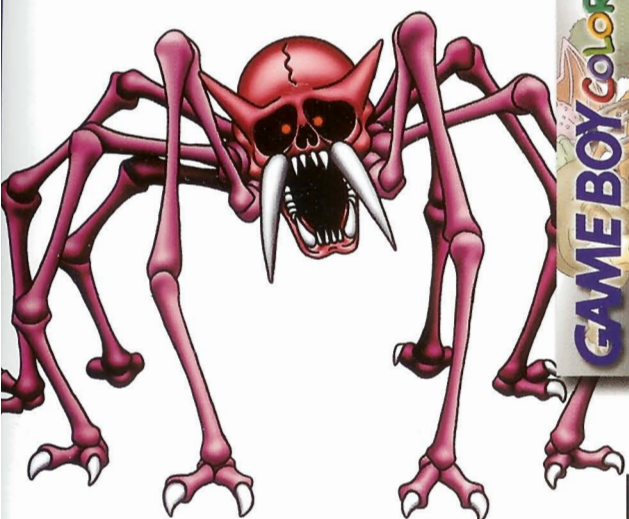
Spells/Skills
Scorching, IceAir, IceStorm



Alphabetical Monster List

Monster Name	Book #	Page #	Monster Name	Book #	Page #	Monster Name	Book #	Page #	Monster Name	Book #	Page #
Andreal	178	p. 145	DragonMan	87	p. 139	Imp	14	p. 135	Quixotron	100	p. 140
AnkHorn	153	p. 143	DragonWoo	256	p. 150	IronKid	162	p. 144	RainHawk	203	p. 146
ApeBar	46	p. 137	DrakMetal	239	p. 149	IronTurt	65	p. 138	Red Sting	90	p. 139
Armorgon	75	p. 138	Drakorpse	201	p. 146	JellyMan	126	p. 142	RedGrunt	173	p. 145
Armorpion	36	p. 136	DrakSlime	29	p. 136	JewelBag	120	p. 141	RedSlime	21	p. 135
Babble	6	p. 134	Druinlord	228	p. 148	JunkMech	97	p. 140	Revirock	202	p. 146
Babbleoon	38	p. 136	DumbiKing	109	p. 141	KilStar	88	p. 139	RhinoKing	83	p. 139
BabyCloud	149	p. 143	Dumbira	66	p. 138	KingSlime	86	p. 139	RockGolem	64	p. 138
BabyDevil	85	p. 139	Earwinger	5	p. 134	LampGenie	176	p. 145	Rosevine	159	p. 144
Babydrak	222	p. 148	Eggeron	60	p. 137	Lipsy	4	p. 134	Runger	206	p. 147
Babygoyle	25	p. 135	Eggplaton	2	p. 134	Lithohead	247	p. 149	RushFish	257	p. 150
Banegaroo	73	p. 138	Enchanter	63	p. 138	LizardMan	147	p. 143	Satanmail	235	p. 148
Barbarian	231	p. 148	Esterk	252	p. 149	LizdBird	84	p. 139	Savagemon	191	p. 146
Baskervil	238	p. 149	EvilArmor	103	p. 140	MadBook	163	p. 144	SeaDragon	273	p. 151
BeakRat	42	p. 136	EvilBeast	198	p. 146	MadFalcon	164	p. 144	Seahorser	262	p. 150
Behemoth	210	p. 147	EvilBook	76	p. 138	MadPlant	249	p. 149	SeaLipsy	259	p. 150
Berserker	106	p. 140	EvilClown	130	p. 142	MadPot	141	p. 143	ShadeNite	79	p. 139
Blaster	245	p. 149	EvilDiver	275	p. 151	MageArmor	193	p. 146	SheepBird	70	p. 138
Bludbeast	227	p. 148	EvilPot	56	p. 137	MagImp	144	p. 143	SheepDuck	134	p. 142
Boarenger	101	p. 140	EvilViper	125	p. 142	MagLipsy	104	p. 140	Shelgator	277	p. 151
BoltDevil	171	p. 144	EvilWell	112	p. 141	MageStar	271	p. 151	ShieldOgr	166	p. 144
BoltRat	54	p. 137	EvlAnchor	267	p. 150	MagicPost	145	p. 143	SkulBlade	158	p. 144
BoltWorm	140	p. 142	EvlMantis	61	p. 138	MagJaguar	31	p. 136	SkyDevil	165	p. 144
Bombcrag	127	p. 142	EvlStatue	154	p. 143	Magmaron	143	p. 143	SkyFrog	68	p. 138
BoneFish	272	p. 151	EvlTurtle	268	p. 150	MagWyvern	99	p. 140	SkyHunter	17	p. 135
BoneRider	160	p. 144	EvlVulgar	205	p. 147	Makainite	240	p. 149	Slemperor	172	p. 144
Broadaxer	82	p. 139	FairyRat	24	p. 135	Mantipion	41	p. 136	Slime	1	p. 134
Budoo	237	p. 149	FireCloud	131	p. 142	Meranza	22	p. 135	SlimeLv8	229	p. 148
BudooLamp	236	p. 148	FlameToad	128	p. 142	Metabble	123	p. 141	SlimeNite	35	p. 136
Bugbear	71	p. 138	Flamzard	223	p. 148	MetalKing	188	p. 145	SlimeWing	98	p. 140
ButchMan	117	p. 141	FloatTree	49	p. 137	Metaly	55	p. 137	SmileRock	58	p. 137
CactiBall	7	p. 134	Florajay	11	p. 134	MetalyS	230	p. 148	Smoocher	33	p. 136
CancerMan	15	p. 135	FoFighter	219	p. 147	MetRider	92	p. 139	SnowBat	102	p. 140
Cannibox	37	p. 136	FoggyPot	47	p. 137	Mimic	132	p. 142	Squidgore	270	p. 151
CatMage	9	p. 134	FooHero	217	p. 147	Moai	186	p. 145	Stalker	77	p. 139
Centbeast	3	p. 134	FooMage	218	p. 147	Moosedon	124	p. 141	Starfish	258	p. 150
Cerabus	184	p. 145	FooPriest	220	p. 147	MudDoll	30	p. 136	StelDemon	207	p. 147
Chargon	67	p. 138	Forester	12	p. 134	MuddyMan	62	p. 138	Swordaroo	10	p. 134
ClawBeast	93	p. 140	FrogKing	280	p. 151	MultiEyes	266	p. 150	Swordbane	204	p. 146
Clawser	115	p. 141	Fuga	28	p. 135	NailMan	48	p. 137	TailApe	23	p. 135
ClayNite	179	p. 145	General	175	p. 145	Necrobal	226	p. 148	Thornmole	13	p. 135
CloudKing	150	p. 143	Gerion	183	p. 145	Needlon	53	p. 137	Thunderat	80	p. 139
ColumnMan	69	p. 138	GigaDraco	225	p. 148	NiteKing	254	p. 150	TigerMage	107	p. 140
Confupeng	264	p. 150	Gigagoner	234	p. 148	Niterich	212	p. 147	TongueRat	8	p. 134
CosmoBog	157	p. 144	GigaMute	189	p. 146	NumbSlime	181	p. 145	TreeGuard	94	p. 140
CragDevil	274	p. 151	GnuDevil	194	p. 146	Octogon	279	p. 151	TrickBag	51	p. 137
Crestpent	18	p. 135	GoldKid	170	p. 144	OgreKing	209	p. 147	Tyranodon	122	p. 141
Curer	81	p. 139	Goldman	138	p. 142	Ogreling	114	p. 141	Varanus	282	p. 151
CureSlime	137	p. 142	GoldSlime	155	p. 143	OrcDevil	133	p. 142	VenomBird	45	p. 137
CurseLamp	135	p. 142	Golemuga	242	p. 149	Panickle	192	p. 146	VenomHork	91	p. 139
DarkArmor	152	p. 143	Goopi	19	p. 135	Panther	146	p. 143	Venomworm	20	p. 135
DarkDwarf	27	p. 135	Gragoopi	169	p. 144	Parasnail	265	p. 150	Vulgarian	95	p. 140
DarkMage	255	p. 150	GreatMerm	281	p. 151	Pigady	108	p. 140	WarBoar	177	p. 145
Darksanta	233	p. 148	Gron	110	p. 141	PigDemon	40	p. 136	WarTiger	52	p. 137
DarkSnail	276	p. 151	GuardDog	195	p. 146	Pigmon	139	p. 142	WellGhost	197	p. 146
DarkThief	89	p. 139	Guartle	269	p. 151	PinkOrc	74	p. 138	WellLure	59	p. 137
DeadNoble	182	p. 145	HangedApe	50	p. 137	Piranhan	263	p. 150	WhiteFuga	151	p. 143
DeathCrab	260	p. 150	Healer	16	p. 135	PlatKing	248	p. 149	WingDraco	161	p. 144
Deathgon	251	p. 149	HelKaiser	232	p. 148	Plesiodon	136	p. 142	WingTiger	113	p. 141
DeathGron	211	p. 147	Hellbane	156	p. 143	PodFightr	215	p. 147	WoeBottle	148	p. 143
DemoKing	250	p. 149	HellClown	121	p. 141	PodHero	213	p. 147	WoePriest	199	p. 146
DemonToad	168	p. 144	HelGiant	208	p. 147	PodMage	214	p. 147	WolfDevil	119	p. 141
Demranger	187	p. 145	HellGuard	142	p. 143	PodPriest	216	p. 147	WonderEgg	96	p. 140
Devilash	246	p. 149	HellHawk	253	p. 150	PomPomBom	241	p. 149	WoodyEye	118	p. 141
Devilite	105	p. 140	Hork	26	p. 135	Poucher	116	p. 141	Wormspec	278	p. 151
Disguiser	200	p. 146	HornBeast	190	p. 146	ProtoMech	129	p. 142	WreckMan	174	p. 145
DorasBox	243	p. 149	HornRush	43	p. 136	Pummeler	39	p. 136	Wyvern	44	p. 136
Dragon	78	p. 139	HornSnail	221	p. 148	PuppetMan	111	p. 141	Zombie	180	p. 145
Dragoner	196	p. 146	Horseman	57	p. 137	PutreBeast	244	p. 149	ZombieEye	34	p. 136
DragonKid	224	p. 148	Hulkagon	185	p. 145	PutreFish	261	p. 150	Zombier	167	p. 144
			Hunter	32	p. 136	PutreMan	72	p. 138			

YOUR QUEST CONTINUES

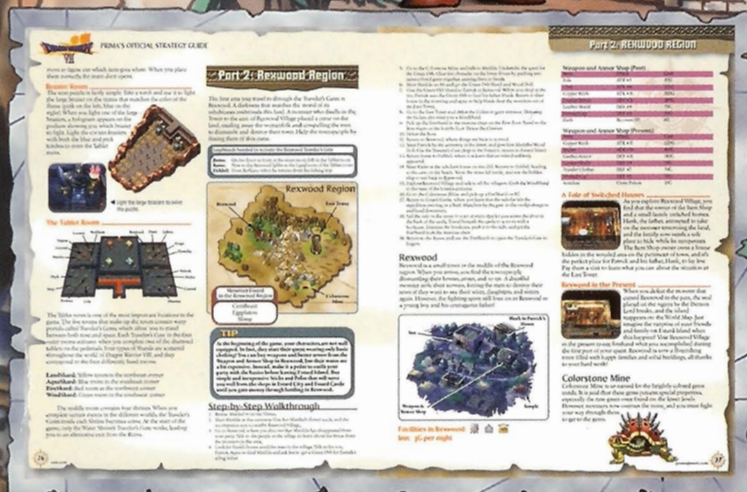


Dragon Warrior I&II, Dragon Warrior III and Dragon Warrior Monsters 2 are © 2001 ARMOR PROJECT/BIRD STUDIO/ENIX. Dragon Warrior VII is © 2001 ARMOR PROJECT/BIRD STUDIO/HEART BEAT/ARTE PIAZZA/ENIX. Dragon Warrior and ENIX are registered trademarks of Enix Corporation. LICENSED BY NINTENDO. GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1998, 2001 NINTENDO OF AMERICA INC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.



www.enix.com

Open the Gates to an Epic Adventure



Complete maps of every area



Detailed Character Class stats—Beginner, Intermediate, Advanced, and Monster



Essential walkthroughs for both discs



Fundamental solutions to all mini-games



Comprehensive info on every major character

© 2001 ARMOR PROJECT/BIRD STUDIO/HEART BEAT/ARTE PIAZZA/ENIX.
Dragon Warrior and ENIX are registered trademarks of Enix Corporation.
All rights reserved.



Based on
a game
rated "T"
by the ESRB.



primagames.com

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

ISBN 0-7615-3640-X



9 780761 536406 5 1499 0 86874 53640 1